


JOGOS PARA O SEU MICROCOMPUTADOR

AGORA
16
PÁGINAS



Por dificuldades surgidas à última hora com um dos jogos premiados no mês de Julho, só nos é possível publicar um deles. Testaremos novamente o outro jogo premiado o qual será, certamente, publicado na revista de Agosto.

O JOGO DO MÊS

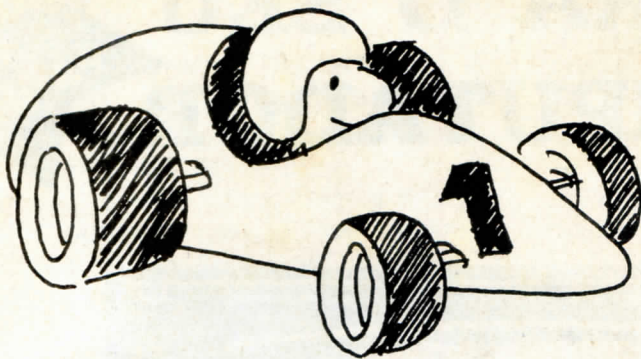
Foi premiado no mês de Julho o jogo «Estrada da Glória» criado, para «JOGOS SORTIDOS», por Diogo F. M. Lucas de 18 anos. Parabéns! Lembramos que, aos leitores dos programas premiados, oferecemos dois prémios: uma assinatura semestral dos «JOGOS SORTIDOS» e um volume encadernado da revista de banda desenhada «JORNAL DA B.D.»

ENVIE-NOS OS SEUS PROGRAMAS ORIGINAIS E GANHE PRÉMIOS

Colabore connosco, enviando-nos o seu programa original, do seguinte modo:

1. Nome, morada, idade e n.º de telefone.
2. O programa de preferência em cassette, indicando o tipo e a capacidade do computador.
3. Uma descrição geral do jogo com as instruções necessárias.
4. Uma explicação detalhada da função das várias partes do programa.

Para: JOGOS SORTIDOS - Rua Duque de Palmela, 37, 2.º-Dto. - 1200 LISBOA



ESTRADA DA GLÓRIA

Jogo original escrito por Diogo F. M. Lucas, de 18 anos, e cujo objectivo é o de apanhar 10 taças, espalhadas pelo écran, ao volante do seu Fórmula 1. Verá que não é tão fácil quanto parece, apanhar as 10 taças sem largar o volante do bólido evitando atropelar os comissários de pista ou esmagar-se contra os muros de protecção. Haverá ainda outros obstáculos que não são habituais nos grandes prémios.

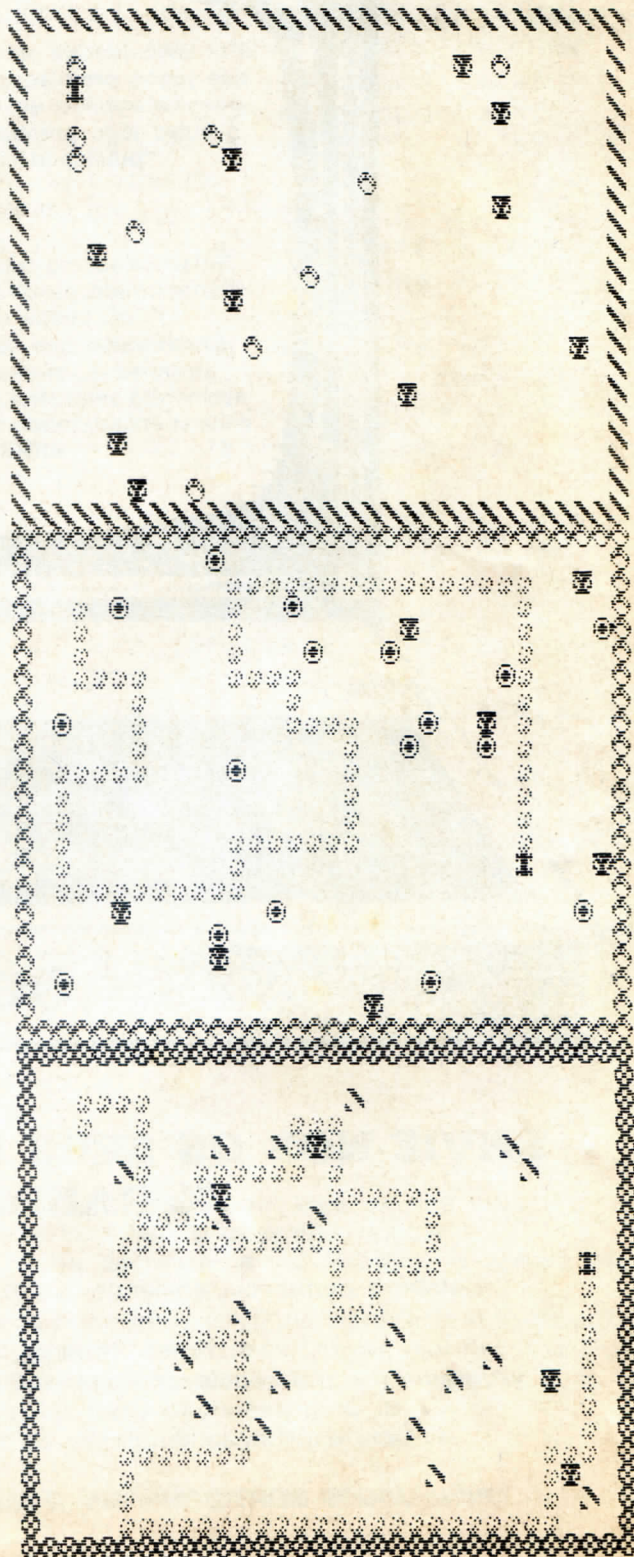
O jogo tem muitas fases e o número de carros é escolhido pelo jogador.

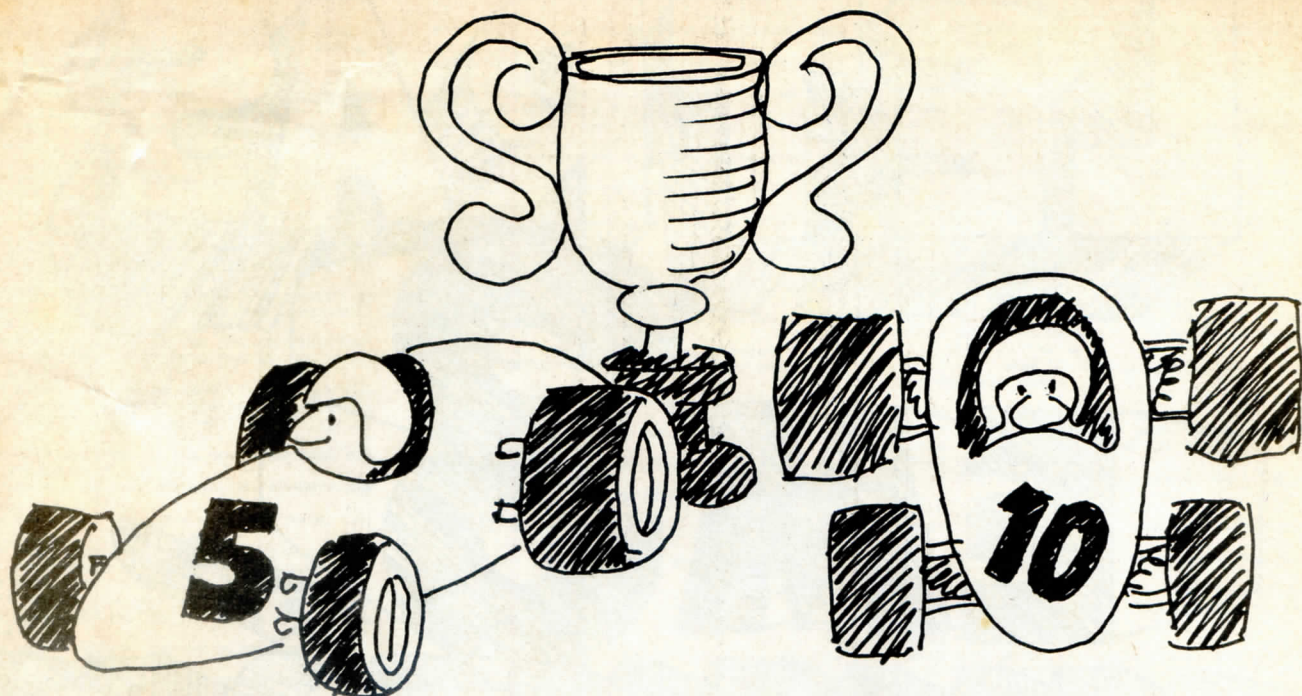
TABULEIROS E VARIÁVEIS

- Linha 7: Envia para a linha 500, para ler os gráficos.
- Linha 11-17: Pergunta o n.º de carros que quer e define variáveis.
- Linha 20-25: Para definir a altura em que o carro começa a deixar fumo (que se tocar nele, explode de imediato) e também a quantidade de obstáculos.
- Linha 36-46: Limita o écran em toda a sua volta com uma parede.
- Linha 60-85: Faz a escolha dos gráficos que se vão seguir uns aos outros e espalha-os pelo écran.
- Linha 90-95: Espalha as taças pelo écran.
- Linhas seguintes (MOVIMENTO DO CARRO)
- Linha 97-135: Imprime o carro no écran e define variáveis.
- Linha 150-185: Movimento e direcções do carro.
- Linha 190: A variável «n» serve para descobrir os acidentes.
- Linha 195-208: Serve para tirar o rasto e imprimir o fumo.
- Linha 215-220: Faz mudar de obstáculo.
- Linha 225: Quando se chega ao fim de uma fase, começa tudo de novo mas com mais obstáculos.
- Linha 230: Tem relação com a linha 90. Serve para contar o n.º de carros.
- Linha 260: Se o (w) for igual ao n.º de carros por si escolhidos, envia para a 400.
- Linha 262: Faz um FLASH quando o carro choca.
- Linha 265: Imprime o n.º de carros que restam.
- Linha 280: Faz uma pequena pausa para lermos o n.º de carros.
- Linha 410: Imprime um aviso quando perdemos todos os carros. Faz uma pequena música, treme o BORDER e pergunta se quer outro jogo.

GRÁFICOS

- Linha 500-530: Faz os gráficos.





```

7 GO SUB 500
11 PRINT AT 15,2;"Numero de ca
rros ?"; INPUT ca: CLS : IF ca<1
THEN GO TO 11
12 BORDER 5: LET w=0: LET p=7:
LET l$="\\": LET y$=""
17 LET v=1: LET r=10: LET k=1
20 IF v=11 THEN LET v=1: LET r
=r+10: LET p=7: LET y$=""
25 IF r=20 OR r=40 OR r=60 OR
r=80 THEN LET p=1: LET y$=""
35 FOR i=0 TO 31
38 PRINT AT 0,i; INK 2;l$;AT 2
1,i;l$
40 NEXT i
42 FOR i=0 TO 21
44 PRINT AT i,0; INK 2;l$;AT i
,0;l$
46 NEXT i
60 LET l$=CHR$(v+147)
70 FOR i=1 TO r
80 PRINT AT RND*19+1,RND*29+1;
INK 2;l$
85 NEXT i
90 FOR i=1 TO 10
92 PRINT AT i+i,RND*29+1; INK
3;"# "
95 NEXT i
97 PRINT AT 3,3;"#": PAUSE 0:
PRINT AT 3,3;" "
130 LET t=0: LET h=0: LET x=3
135 LET y=3: LET a=0: LET d=1
150 LET a#=INKEY#
160 IF a#="5" OR a#="8" THEN LE
T d=0: LET a=SGN (VAL a#-6)
165 IF a#="6" OR a#="7" THEN LE
T a=0: LET d=SGN (VAL a#-6.5)*-1
185 LET X=X+A: LET Y=Y+D
190 LET n=ATTR (y,x)
195 IF a=0 THEN PRINT AT y,x; I
NK 1;"# "
197 IF a=1 THEN PRINT AT y,x-1;
INK p;y#
199 IF a=-1 THEN PRINT AT y,x+1
; INK p;y#
204 IF d=0 THEN PRINT AT y,x; I
NK 1;"# "
205 IF d=1 THEN PRINT AT y-1,x;

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INK p;y#
208 IF d=-1 THEN PRINT AT y+1,x
; INK p;y#
215 IF n=59 THEN LET h=h+1
220 IF h=10 THEN LET v=v+1: CLS
; GO TO 20
225 IF v=11 THEN LET v=1: LET r
=r+10: CLS : GO TO 25
230 IF n=57 OR n=58 THEN LET w=
w+1: GO TO 260
240 GO TO 150
250 IF w=ca THEN GO TO 400
262 PRINT AT Y,X; FLASH 1;" "
265 PRINT AT 10,5;"RESTAM-LHE "
;ca-w;" CARROS!"
280 FOR F=1 TO 100: NEXT F: CLS
; GO TO 35
410 CLS : PRINT AT 10,5;"PERDEU
O ULTIMO CARRO";AT 12,10;"OUTRO
JOGO ?"
420 OUT 254,100: OUT 254,10: OU
T 254,0: OUT 254,120: OUT 254,90
; OUT 254,21
425 IF INKEY#="S" OR INKEY#="s"
THEN PAPER 7: RUN 11:
430 GO TO 420
500 FOR f=USR "a" TO USR "n"+7:
READ a: POKE f,a: NEXT f
510 DATA 186,254,186,56,56,186,
254,186,0,231,66,255,255,255,66,
231,0,0,36,10,66,8,84,40,255,223
,110,189,153,219,60,126,112,56,2
0,14,7,131,193,224,56,84,186,197
,131,65,34,28
520 DATA 24,24,62,88,24,20,34,3
4,60,0,129,153,153,129,0,60,195,
195,60,36,36,60,195,195,255,120,
189,165,165,189,189,255,90,219,2
4,231,231,24,219,90,231,165,255,
36,36,255,165,231,60,66,153,189,
189,153,66,60,60,102,231,153,153
,231,102,60
530 CLS : RETURN

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A=# B=# C=# D=# E=# F=#
G=# H=# I=# J=# K=# L=#
M=# N=#

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LETRAS EM DIMENSOES

Este programa permite-lhe desenhar letras em três dimensões (3-D) nas cores e nas dimensões que escolher. Foi escrito por John Hunton para o ZX Spectrum e pretende ser mais do que um simples passatempo, ajudando a construir frases com letragem tri-dimensional de fácil aplicação em títulos de páginas ou cartazes.

```

2 RANDOMIZE
3 BORDER 7: PAPER 7: INK 0: C
LS
4 PRINT AT 10,12;"3D WORDS"
5 PRINT AT 21,4;"PRESS SPACE
TO CONTINUE"
6 RANDOMIZE USR 1316
8 POKE 23609,30
9 BORDER 7: PAPER 7: INK 0: C
LS
10 PRINT AT 0,10; INK 2; PAPER
6;"MAIN MENU"
11 PRINT AT 2,0;"1.Change Size
of letter."
12 PRINT "2.Instructions."
13 PRINT "3.PRINT 3D Words."
14 PRINT "4.LPRINT Menu."
15 PRINT "5.NEW program."
16 PRINT "6.LPRINT instruction
s.": PRINT "7.LOAD """" SCREEN$
": PRINT AT 18,0;"Program is in

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MEDIUM size letter
mode."
17 IF INKEY$="1" THEN GO TO 3
00
18 IF INKEY$="2" THEN GO TO 2
00
19 IF INKEY$="3" THEN GO TO 4
5
20 IF INKEY$="4" THEN COPY :
GO TO 10
21 IF INKEY$="5" THEN STOP
22 IF INKEY$="6" THEN GO TO 2
00
23 IF INKEY$="7" THEN GO TO 6
00
24 GO TO 17
45 CLS
50 PRINT " PAPER 0: INK 7;AT
0,1;"Now please follow the promp
ts."
64 PRINT AT 21,4; INK 7; PAPER

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2;"PRESS SPACE TO CONTINUE"
65 RANDOMIZE USR 1316
67 BORDER 7: PAPER 7: INK 0: C
LS
70 CLS : FOR n=0 TO 10: BEEP .
02,n: NEXT n
80 INPUT "Pixels from top((igb
)=8 pixels)";p
90 INPUT "Letters (7 max) ";a
$: IF LEN a$>7 OR LEN a$<1 THEN
BEEP 1,-30: GO TO 90
91 INPUT "Colour (0-6)";p$
92 IF p$="1" THEN INK 1
93 IF p$="2" THEN INK 2
94 IF p$="3" THEN INK 3
95 IF p$="4" THEN INK 4
96 IF p$="5" THEN INK 5
97 IF p$="6" THEN INK 6
98 IF p$="0" THEN INK 0
99 IF p$="7" THEN INK 7: IF p
$>"7" OR p$<"0" THEN GO TO 91
100 LET a=LEN a$: PRINT INK 7;
AT 21,0;a$: BEEP .1,1: BEEP .1,2
: BEEP .1,3: BEEP .1,4: BEEP .1,
5: BEEP .1,6
110 FOR f=0 TO 8*a-1: FOR n=0 T
0 7
120 IF POINT (f,n)=0 THEN GO T
0 160
130 PLOT f#4,n#4+135-p: DRAW 4,
0: DRAW 0,4: DRAW -4,0: DRAW 0,-
3: DRAW 3,0: DRAW 0,2: DRAW -2,0
: DRAW 0,-1: DRAW 2,0: DRAW -2,-
2
140 DRAW 5,5: DRAW 0,4: DRAW 0,
-4: DRAW 4,0: DRAW 0,4: DRAW 0,-
4: DRAW -5,-5
150 DRAW 0,4: DRAW 5,5: DRAW -4
,0: DRAW -5,-5
160 NEXT n: NEXT f
170 IF a$="3D WORD" THEN PAUSE
50: GO TO 40
180 INPUT "Write some more ? (y
/n)";w$
181 IF w$="n" THEN GO TO 240

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182 IF w$="y" THEN GO TO 185
185 INPUT "Clear Screen ?":t$
186 IF t$="y" OR t$="Y" THEN CLS : GO TO 80
187 IF t$="n" OR t$="N" THEN GO TO 80
188 GO TO 185

200 CLS
202 PRINT AT 0,0; INK 2; PAPER 6;"JOHN HUNTON -- 3D WORDS"
204 PRINT AT 2,0;"This Program allows you to "
205 PRINT "generate 3D letters on your "
206 PRINT "Z.X.Spectrum."
208 PRINT
209 PRINT "First you must select the size "
210 PRINT "that you want your letters to be"
211 PRINT "then type your letters in and "
212 PRINT "the computer will do the rest"
213 PRINT
215 PRINT ; INK 2;"Size 1 = Small 20 pixels high."
216 PRINT ; INK 2;"Size 2 = Medium 30 pixels high."
217 PRINT INK 2;"Size 3 = Large 40 pixels high."
218 PRINT
219 PRINT INK 1;"Size 1 = 9 characters per line."
220 PRINT INK 1;"Size 2 = 7 characters per line."
221 PRINT INK 1;"Size 3 = 5 characters per line."
223 PRINT AT 19,0; INK 4;"R=RETURN Z=COPY"
224 IF INKEY$="r" OR INKEY$="R" THEN RUN 10
225 IF INKEY$="z" OR INKEY$="Z" THEN PRINT AT 19,0;"(32*sp)": COPY : GO TO 200
226 GO TO 224
240 BORDER 7: PAPER 7: INK 7:
250 INPUT "Copy to Z.X.Printer?":s$
251 IF s$="y" OR s$="Y" THEN GO TO 260
252 IF s$="n" THEN GO TO 270
260 INPUT "How Many Copies?":a$
261 IF a$="1" THEN COPY : GO TO 180
262 IF a$="2" THEN COPY : COPY
263 IF a$="3" THEN COPY : COPY : COPY
264 IF a$="4" THEN COPY : COPY : COPY : COPY
265 GO TO 270
270 INPUT "Save SCREEN$ ?":a$
271 IF a$="y" THEN GO TO 273
272 IF a$="n" THEN GO TO 275
273 SAVE "3D*SCREEN$"
275 INPUT "Return to Menu ?":w$
276 IF w$="y" OR w$="Y" THEN GO TO 9
277 IF w$="n" OR w$="N" THEN GO TO 180
278 GO TO 275
300 BORDER 7: PAPER 7: INK 0: CLS
301 PRINT AT 0,0; INK 2; PAPER 6;"JOHN HUNTON - 3D WORDS"
302 PRINT AT 2,0;"With this program you can "
303 PRINT "have three different sizes of "
304 PRINT "letters."
305 PRINT
306 PRINT "(Refer to Instructions.)"
307 PRINT
308 PRINT INK 2;"Enter Size Of

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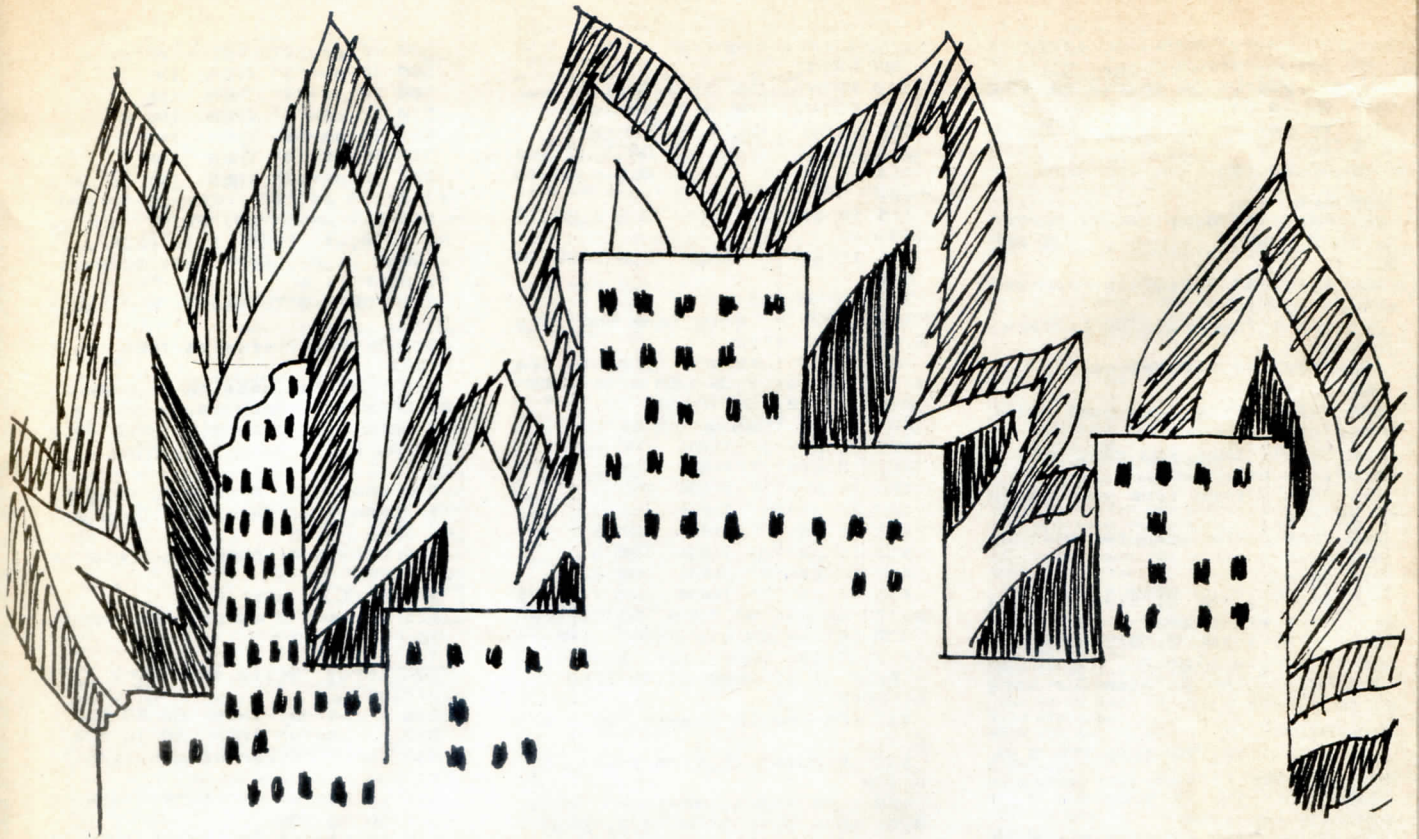
Characters Require"
309 PRINT
310 PRINT INK 4;"1.Small"
311 PRINT INK 4;"2.Medium"
312 PRINT INK 4;"3.Large"
313 INPUT "Size 1,2 OR 3. ?":q$
314 IF q$="1" THEN CLS : GO TO 400
315 IF q$="2" THEN CLS : GO TO 45
316 IF q$="3" THEN CLS : GO TO 500
317 GO TO 313
400 INPUT "Pixels from top ((ig 8)=8 pixels)":p
402 INPUT "Letters (9 max) ":a$ : IF LEN a$>9 OR LEN a$<1 THEN BEEP 1,-30: GO TO 402
404 INPUT "Colour (0-6)":p$
406 IF p$="1" THEN INK 1
407 IF p$="2" THEN INK 2
408 IF p$="3" THEN INK 3
409 IF p$="4" THEN INK 4
410 IF p$="5" THEN INK 5
411 IF p$="6" THEN INK 6
412 IF p$="0" THEN INK 0
413 IF p$="7" THEN INK 7: IF p$>"7" OR p$<"0" THEN GO TO 404
420 LET a=LEN a$: PRINT INK 7; AT 21,0;a$: BEEP .1,1: BEEP .1,2 : BEEP .1,3: BEEP .1,4: BEEP .1,5: BEEP .1,6
421 FOR f=0 TO 8*a-1: FOR n=0 TO 7
422 IF POINT (f,n)=0 THEN GO TO 430
424 PLOT f*.5,n*.4+140-p: DRAW 4,0: DRAW 0,4: DRAW -4,0: DRAW 0,-3: DRAW 3,0: DRAW 0,2: DRAW -2,0: DRAW 0,-1: DRAW 2,0: DRAW -2,-2
426 DRAW 5,5: DRAW 0,4: DRAW 0,-4: DRAW 4,0: DRAW 0,4: DRAW 0,-4: DRAW -5,-5
428 DRAW 0,4: DRAW 5,5: DRAW -4,0: DRAW -5,-5
430 NEXT n: NEXT f
432 INPUT "Write Some More ? (y/n) ":w$
433 IF w$="n" THEN GO TO 445
434 IF w$="y" THEN GO TO 436
436 INPUT "Clear screen ?":t$
437 IF t$="y" OR t$="Y" THEN CLS : GO TO 400
438 IF t$="n" OR t$="N" THEN GO TO 400
439 GO TO 436
440 CLS
445 INPUT "Copy to Z.X.Printer?":s$
446 IF s$="y" OR s$="Y" THEN GO TO 448
447 IF s$="n" THEN GO TO 460
448 INPUT "How Many Copies?":a$
449 IF a$="1" THEN COPY : GO TO 180
450 IF a$="2" THEN COPY : COPY
452 IF a$="3" THEN COPY : COPY : COPY
453 IF a$="4" THEN COPY : COPY : COPY : COPY
460 INPUT "Save SCREEN$ ?":a$
461 IF a$="y" THEN GO TO 465
462 IF a$="n" THEN GO TO 470
465 SAVE "3D*SCREEN$"
470 INPUT "Return to Menu ?":w$
471 IF w$="y" OR w$="Y" THEN GO TO 9
472 IF w$="n" OR w$="N" THEN GO TO 432
473 GO TO 470
500 INPUT "Pixels from top ((ig 8)=8 pixels)":p
502 INPUT "Letters (6 max) ":a$ : IF LEN a$>6 OR LEN a$<1 THEN BEEP 1,-30: GO TO 90
505 INPUT "Colour (0-6)":p$
506 IF p$="1" THEN INK 1

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507 IF p$="2" THEN INK 2
508 IF p$="3" THEN INK 3
509 IF p$="4" THEN INK 4
510 IF p$="5" THEN INK 5
511 IF p$="6" THEN INK 6
512 IF p$="0" THEN INK 0
513 IF p$="7" THEN INK 7: IF p$>"7" OR p$<"0" THEN GO TO 505
515 LET a=LEN a$: PRINT INK 7; AT 21,0;a$: BEEP .1,1: BEEP .1,2 : BEEP .1,3: BEEP .1,4: BEEP .1,5: BEEP .1,6
516 FOR f=0 TO 8*a-1: FOR n=0 TO 7
517 IF POINT (f,n)=0 THEN GO TO 522
518 PLOT f*.5,n*.5+140-p: DRAW 4,0: DRAW 0,4: DRAW -4,0: DRAW 0,-3: DRAW 3,0: DRAW 0,2: DRAW -2,0: DRAW 0,-1: DRAW 2,0: DRAW -2,-2
520 DRAW 5,5: DRAW 0,4: DRAW 0,-4: DRAW 4,0: DRAW 0,4: DRAW 0,-4: DRAW -5,-5
521 DRAW 0,4: DRAW 5,5: DRAW -4,0: DRAW -5,-5
522 NEXT n: NEXT f
523 IF a$="3D WORD" THEN PAUSE 50: GO TO 40
525 INPUT "Write some more ? (y/n)":w$
526 IF w$="n" THEN GO TO 535
527 IF w$="y" THEN GO TO 500
530 INPUT "Clear screen (y/n)":t$
531 IF t$="y" OR t$="Y" THEN CLS : GO TO 500
532 IF t$="n" OR t$="N" THEN GO TO 500
533 GO TO 525
535 INPUT "Copy to Z.X. Printer ?":s$
536 IF s$="y" OR s$="Y" THEN GO TO 540
537 IF s$="n" OR s$="N" THEN GO TO 550
538 GO TO 535
540 INPUT "How Many Copies ? ":a$
541 IF a$="1" THEN COPY : GO TO 550
542 IF a$="2" THEN COPY : COPY
543 IF a$="3" THEN COPY : COPY : COPY
544 IF a$="4" THEN COPY : COPY : COPY : COPY
545 GO TO 540
550 INPUT "Save SCREEN$ ? ":a$
551 IF a$="y" THEN SAVE "3D*SCREEN$": GO TO 560
552 IF a$="n" THEN GO TO 560
553 GO TO 550
560 INPUT "Return to Menu ? ":a$
561 IF a$="y" OR a$="Y" THEN GO TO 9
562 IF a$="n" OR a$="N" THEN GO TO 525
563 GO TO 560
600 CLS : PRINT AT 0,3; INK 1; PAPER 5;"SCORPIO SOFTWARE 3D WORDS"
601 PRINT AT 3,0; INK 1; FLASH 1;"LOAD """" SCREEN$ MODE"
602 PRINT AT 5,0;"Change to size of print required"
603 PRINT "then LOAD the SCREEN$ you want"
604 PRINT "to work on."
605 PRINT AT 12,0; INK 2;"R=Return to menu J=LOAD SCREEN$"
606 IF INKEY$="r" OR INKEY$="R" THEN GO TO 9
607 IF INKEY$="j" OR INKEY$="J" THEN CLS : LOAD ""SCREEN$ : BE EP .1,0: GO TO 80
608 GO TO 606
700 SAVE "3D WORDS" LINE 1
701 VERIFY "3D WORDS"
702 RUN

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O GRANDE FOGO

O calor começa a apertar no local onde o bombeiro se encontra para tentar dominar o braseiro. O «Grande Fogo» foi escrito por Martin Kirkwood para qualquer dos Spectrums.

Freddy, o bombeiro, terá que trepar para as sucessivas plataformas, evitando os fragmentos que ameaçam cair a qualquer momento, de maneira a atingir o foco do incêndio com o jacto de água. Depois terá que correr pelo tapete transportador, escapando à aranha, para apagar o fogo no rés-do-chão.

```

10 LET hi=0
15 LET sc=0: LET li=3: LET le=
1
20 GO SUB 500: REM Intro
30 GO SUB 1000: REM Initialise
40 GO SUB 2000: REM Screen
50 PRINT AT y2,x2;"(sp)";AT y2
-1,x2;"(sp)"
55 IF INKEY$="s" THEN GO TO 3
0
60 PRINT AT y1,x1; INK 3;a$;AT
y1-1,x1; INK 4;b$
70 LET x2=x1: LET y2=y1
71 PRINT AT s2,20;"(2*sp)";AT
s1,20;"11L"
72 LET s2=s1: LET s1=s1+d: IF
s1>3 OR s1<1 THEN LET d=-d
80 LET x1=x1+(INKEY$="x")-(INK
EY$="z")
86 IF INKEY$="(sp)" AND j=1 TH
EN GO SUB 150: REM Jump
90 IF x1>x2 THEN LET b$="C":
LET a$="L": LET dir=1
100 IF x1<x2 THEN LET a$="E":
LET b$="R": LET dir=-1

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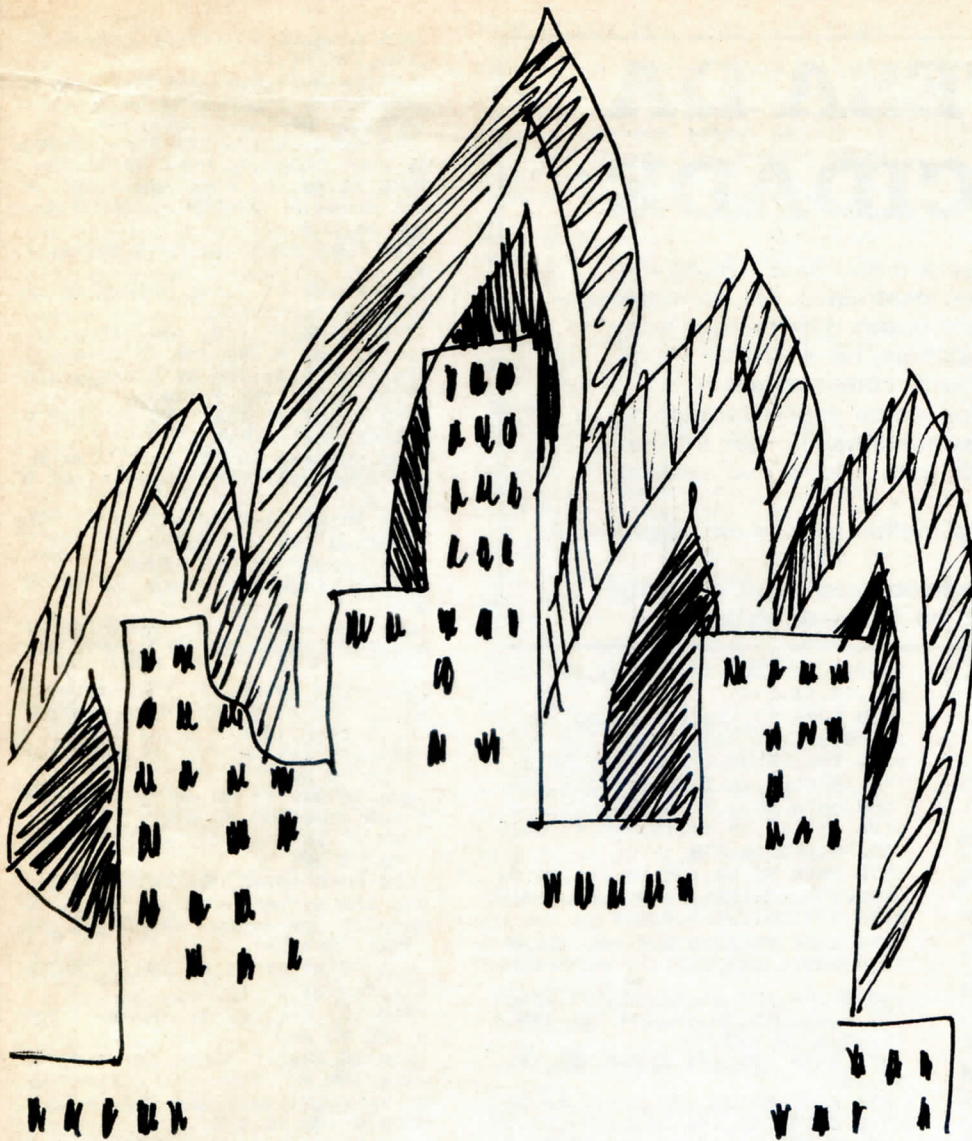
105 IF SCREEN$(y1,x1)<>"(sp)"
THEN LET x1=x2: LET y1=y2
110 IF SCREEN$(y1+1,x1)="(sp)"
THEN LET y1=y1+1: LET j=0: GO
TO 125
115 IF x1<0 THEN LET x1=0: IF
x1>31 THEN LET x1=31
120 LET j=1
125 PRINT AT 21,6;"Score:";sc
132 IF b<>0 THEN GO TO 3500: R
EM Move ball (L)
135 IF RND*25<=1 THEN GO SUB 3
000
137 IF x1=a AND y1=b THEN GO T
O 4000: REM Hit by ball (E)
140 IF x1=5 AND y1=4 THEN GO T
O 5000: REM Stepped on conveyer
belt
142 IF y2>17 AND x2>27 THEN GO
TO 4000: REM Fell in fire
145 GO TO 50
149 REM Jump up through hole
150 IF SCREEN$(y1-2,x1)<>"(sp)
" THEN GO TO 210
155 LET x2=x1: LET y2=y1

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156 FOR f=1 TO 3
160 PRINT AT y2,x2;"(sp)"
170 PRINT AT y1,x1; INK 3;a$;AT
y1-1,x1; INK 4;b$
180 LET y2=y1: LET y1=y1-1
185 BEEP .01,f*10
190 NEXT f
195 LET sc=sc+1
200 LET x1=x1+dir
205 IF x1<0 THEN LET x1=0: IF
x1>31 THEN LET x1=31
210 RETURN
499 REM Intro
500 PAPER 0: BORDER 0: INK 7: C
LS
510 PRINT "(4*_sp,_,sp,3*_2*s
p,4*_sp,_,3*_sp,_,2*_sp,_,2*_sp,
_,2*_sp,2*_4*_sp,_,sp,_,2*_sp,_,sp
,_,4*_sp,2*_sp,_,2*_sp,_,2*_sp,_,s
p,2*_sp,_,2*_sp,_,4*_sp,_,sp,3*_sp,
3*_sp,2*_sp,_,sp,_,sp,_,4*_sp,_,sp,
sp,5*_sp,2*_sp,_,sp,_,2*_sp,_,sp,_,
4*_sp,_,3*_sp,_,sp,_,2*_sp,_,sp,2
*_sp,2*_sp,4*_sp,_,sp,_,2*_sp,_,sp,4*
*_sp,_,3*_sp,_,sp,_,2*_sp,_,sp,_,2
*_sp,2*_sp,27*_sp,_,2*_sp,_) "
520 PRINT "(E,30*_I,_) "
530 PRINT "(sp)By(32*sp)M.KIR
KWOOD"
550 PRINT "(2*sp)CONTROLS ARE-
(33*sp)Z.....LEFT(18*sp)X...
.....,RIGHT(17*sp)'SPACE'.....JUMP
"
560 PRINT "(3*sp)PRESS ANY
KEY TO CONTINUE"
565 LET e=0
570 RESTORE 6000: FOR f=1 TO 33
: READ p,d: BEEP d/80,(p-53)/4
580 IF INKEY$<>" " THEN LET f=3
3: LET e=1
590 NEXT f
595 PAUSE 10
600 IF e=1 THEN GO TO 620
610 GO TO 570
620 CLS
630 PRINT TAB 12;"FIREMAN"
640 PRINT "(2*sp)You are Fredd
ie the fireman.Itis your job to
put out the fire at the bottom o

```



```
f the screen."
650 PRINT "(2*sp)You must get
to the top of thescreen to colle
ct the hosepipe. Watch out for t
he spider above(2*sp)the conveyo
r belt."
660 PRINT "(2*sp)Move Freddie
using...(25*sp)Z.....Left(18
*sp)X.....Right(18*sp)'Space.
..Jump"
670 PRINT AT 21,6;"Press Any Ke
y To Start"
680 PAUSE 0
690 RETURN
999 REM Initialise
1000 RESTORE : FOR f=USR "a" TO
USR "u"+7
1010 READ a: POKE f,a
1020 NEXT f
1030 DATA 60,126,126,255,66,226,
20,116,28,42,107,235,106,60,200,
252
1040 DATA 60,126,126,255,66,71,4
0,46,56,84,214,215,86,60,19,63
1050 DATA 0,64,127,70,71,79,6
0,0,0,0,127,127,255,255,0,28
,8,156,159,252,220,192
1060 DATA 127,127,97,76,158,158,
12,0,255,255,254,252,253,253,0,0
,255,253,28,206,236,232,192,0
1070 DATA 0,249,249,249,0,159,1
59,159
1075 DATA 228,186,121,229,20,18,
10,8
1076 DATA 0,0,0,0,BIN 11000000,3
2,16,16,16,16,16,16,16,16,16
1077 DATA 16,16,8,7,0,0,0,0,0,0,
```

```
0,255,0,0,0,0,56,56,56,56,56,56,
56,16
1078 DATA 63,66,153,165,165,153,
66,63,252,66,153,165,165,153,66,
252,255,0,0,0,0,0,0,255
1079 DATA 39,93,150,167,40,72,80
,16
1080 LET z=0: LET x1=1: LET y1=1
9: LET x2=x1: LET y2=y1
1090 LET b=0: LET j=1: LET fuel=
0: LET a$="I": LET b$="L": LET d
ir=1
1100 POKE 23562,1: LET s1=1: LET
s2=s1: LET d=1e/10
1110 RETURN
2000 INK 2: PAPER 0: BORDER 0: C
LS
2005 PRINT AT 5,0: PAPER 6:"(5*
)": INK 5: PAPER 0: AT 5,5:"(5,21
*,_)": PAPER 6: INK 2:"_"
2010 FOR f=8 TO 17 STEP 3: FOR g
=0 TO 28
2020 PRINT AT f,g: PAPER 6:"_"
2030 NEXT g
2040 NEXT f
2047 PRINT AT 2,0: PAPER 6:"(2*
)"
2050 PRINT AT 0,0:"BEEP": AT 1,0:"
"
2055 LET z=0
2060 FOR f=8 TO 17 STEP 3
2064 LET z1=z
2065 LET z=2+INT (RND*25)
2066 IF z1=z OR z1-z=1 OR z1-z=-
1 THEN GO TO 2065
2070 PRINT AT f,z:"(2*sp)"
2080 NEXT f
```

```
2085 PRINT AT 5,0:"(2*sp)"
2090 FOR f=255 TO 237 STEP -1
2100 PLOT f,0
2120 DRAW INK 2;0,RND*24
2130 NEXT f
2135 FOR f=237 TO 255: PLOT INK
6; OVER 1:f,RND*24: PLOT OVER
1:f,RND*24: NEXT f
2140 PRINT PAPER 6; AT 20,0:"(29
*)": AT 21,0:"(29*)"
2145 FOR f=1 TO 11: PRINT AT 21,
f:"": NEXT f: PRINT AT 21,20:"H
i":hi
2200 RETURN
3000 LET a=0: LET a2=a: LET b=16
-(INT (RND*4)*3): LET b2=b
3010 PRINT AT b,a2:"(sp)": AT b,a
:"":
3020 RETURN
3500 PRINT AT b2,a2:"(sp)": AT b,
a:"": LET a2=a: LET b2=b: LET a
=a+1
3505 IF SCREEN# (b+1,a)="(sp)" T
HEN LET b=b+1
3510 IF a=28 THEN PRINT AT b2,a
2:"(sp)": LET b=0: GO TO 137
3515 IF SCREEN# (b+1,a)="(sp)" T
HEN LET b=b+1
3520 GO TO 137
4000 BEEP 1,4: BEEP 1,-4
4010 LET li=li-1: IF li=0 THEN
GO TO 4030
4020 GO TO 30
4030 PRINT AT 10,10: FLASH 1: IN
K 5: PAPER 2:"Game Over"
4035 RESTORE 4070
4040 FOR f=1 TO 11
4050 READ p,d: BEEP d/40,(p-53)/
4
4060 NEXT f
4070 DATA 41,30,41,20,41,10,41,3
0,53,20,49,10,49,20,41,10,41,20,
37,20,41,40
4080 IF sc>hi THEN LET hi=sc: P
RINT AT 15,9:"N E W H I": FOR
f=1 TO 10: FOR g=1 TO 10: BEEP .
01,g: NEXT g: NEXT f
4090 FOR f=1 TO 200: NEXT f
4100 GO TO 15
5000 REM hose
5010 PRINT AT 0,3:"H": AT 1,3:"H"
: AT 2,3:"H": AT 3,3:"H": AT 4,3:"
"
5015 PRINT AT 4,x2:"E": AT 2,5:"(
sp)": AT 3,4:"(sp)"
5020 LET x2=x1: LET x1=x1+1
5030 FOR f=1 TO 23
5035 IF x2=20 AND s2>2 THEN GO
TO 4000
5040 PRINT AT 4,x2:"C": AT 3,x2:"
(sp)": AT 4,x1:a$: AT 3,x1:b$
5045 PRINT AT s2,20:"Q": AT s1,2
0:"H": LET s2=s1: LET s1=s1+d:
IF s1>3 OR s1<1 THEN LET d=-d
5050 LET x2=x1: LET x1=x1+1
5055 FOR g=0 TO 5: NEXT g
5060 NEXT f
5070 PRINT AT y1,x1:"F": AT y1+1
,x1+1:"u"
5075 INK 5
5090 FOR f=6 TO 20: PRINT AT f,3
0:"H": NEXT f
5100 FOR f=0 TO 50: NEXT f
5130 FOR f=6 TO 20: PRINT AT f,3
0:"(sp)": NEXT f
5135 INK 0
5140 FOR f=237 TO 255 STEP 2
5150 PLOT f,0: DRAW 0,24
5160 FOR g=0 TO 10: NEXT g
5170 NEXT f
5180 LET le=le+1: LET sc=sc+(le#
100): FOR f=1 TO 3: FOR g=0 TO 1
0: BEEP .02,g: NEXT g: NEXT f
5200 GO TO 30
6000 DATA 33,10,33,15,41,5,33,10
,53,10,49,10,41,10,33,30
6010 DATA 25,20,25,10,21,20,21,1
0,13,10,5,10,13,10,21,30,21,20
6020 DATA 33,10,33,15,41,5,33,10
,53,10,49,10,41,10,33,30
6030 DATA 25,20,25,10,21,20,21,1
0,13,10,5,10,13,10,5,40
```

A DEFESA DA CIDADE

Neste jogo escrito para o seu SPECTRUM 48K, você tem que defender, destruindo. Os invasores do planeta aparecem em ondas que terá que combater imediatamente. Depois, há a batalha no espaço e tudo se resolverá, com certeza!

Os gráficos definidos estão representados na listagem em caracteres sublinhados. São introduzidos no modo gráfico, com a letra que está sublinhada.

Este programa utiliza muitas rotinas em linguagem máquina.

Deve-se ter um cuidado especial ao introduzir-se as instruções «DATA», no início da listagem.

```

10 FOR f=65368 TO 65535: READ
a: POKE f,a: NEXT f
20 DATA 24,24,255,255,189,189,
255,255
30 DATA 0,248,216,255,223,253,
223,255
40 DATA 0,0,0,0,0,85,255
50 DATA 0,0,3,15,63,255,255,25
5
60 DATA 60,60,255,255,85,255,8
5,255
70 DATA 0,0,3,15,13,63,53,255
80 DATA 0,255,129,255,129,255,
129,255
90 DATA 255,255,165,255,165,25
5,165,255
100 DATA 16,16,16,16,16,19,255,
255
110 DATA 0,0,0,7,31,149,255,255
120 DATA 231,255,165,231,165,23
1,165,255
130 DATA 24,60,24,60,24,255,255
,255
140 DATA 0,24,24,60,255,219,255
,255
150 DATA 0,15,15,13,253,255,181
,255
160 DATA 0,224,248,168,248,168,
255,170
170 DATA 0,0,48,48,38,62,62,255
180 DATA 0,0,0,118,84,126,76,78
190 DATA 254,97,255,255,127,121
,112,255
200 DATA 224,248,156,135,254,24
0,0,128
210 DATA 0,7,30,252,31,7,0,3
220 DATA 192,240,62,126,252,188
,14,255
300 CLEAR 39999: FOR f=40000 TO
40737: READ a: POKE f,a: NEXT f
305 DATA 17,224,255,58,80,195,1
11,58,81,195,103,6,8,26,119,19,3
6,16,250,58,80,195,60,111,58,81,
195,103,6,8,26,119,19,36,16,250
310 DATA 6,2,197,22,64,33,0,0,1
22,50,107,156,14,20,203,38,48,2,
14,0,35,6,31,203,38,48,3,43,52,3
5,35,16,246,43,121,254,10,48,1,5
2,122,60,87,122,254,72,32,213,62
,32,50,106,156,193,16,201,62,0,5
0,106,156
320 DATA 33,49,64,17,31,80,6,8,
126,254,128,56,15,197,62,170,6,8
,18,20,16,252,6,8,21,16,253,193,
36,123,30,32,131,95,16,228
330 DATA 33,17,64,17,30,72,6,8,
126,254,127,56,29,197,229,33,240
,255,6,8,126,18,20,35,16,250,6,8
,21,16,253,28,6,8,126,18,20,35,1
6,250,225,193,36,123,30,32,131,9
5,16,213
350 DATA 33,244,1,1,7,1,0,6,19,2

```

```

29,213,197,205,181,3,193,209,225
,43,43,16,243
400 DATA 17,120,195,58,80,195,1
11,58,81,195,103,6,8,26,119,19,3
6,16,250,58,80,195,60,111,58,81,
195,103,6,8,26,119,19,36,16,250
550 DATA 33,1,72,6,128,197,6,31
,126,43,119,35,35,16,249,43,54,0
,35,35,193,16,238
570 DATA 58,80,195,60,111,58,81
,195,103,126,254,0,40,6,62,255,5
0,96,234,201,24,3,0,0,0
571 DATA 33,0,72,6,8,126,254,0,
32,9,125,46,32,133,111,16,244,24
,23,58,84,195,61,50,84,195,254,0
,32,6,62,255,50,96,234,201,198,4
7,215,62,0,215
573 DATA 205,191,2,254,255,202,
64,156
574 DATA 58,85,195,254,0,40,56
575 DATA 205,191,2,254,79,32,49
,58,85,195,61,50,85,195,33,0,72,
6,128,197,6,32,126,254,170,40,2,
54,255,35,16,246,193,16,240,33,0
,72,6,128,197,6,32,126,254,170,4
0,2,54,0,35,16,246,193,16,240
590 DATA 205,191,2,254,65,32,38
,58,81,195,254,80,40,20,58,80,19
5,254,224,32,13,62,0,50,80,195,6
2,80,50,81,195,195,64,156,58,80,
195,198,32,50,80,195,195,64,156
600 DATA 205,191,2,254,81,32,46
,58,81,195,254,72,32,19,58,80,19
5,254,0,202,64,156,58,80,195,222
,32,50,80,195,195,64,156,58,80,1
95,254,0,32,241,62,224,50,80,195
,62,72,50,81,195,195,64,156
610 DATA 205,191,2,254,80,40,34
,195,64,156
620 DATA 17,1,0,33,64,156,6,75,
77,126,237,121,38,0,111,229,213,
197,205,181,3,193,209,225,38,136
,105,44,16,234,201
625 DATA 33,0,0,17,1,0,6,110,22
9,213,197,205,181,3,193,209,225,
35,16,244
630 DATA 58,80,195,60,60,111,58
,81,195,60,60,103,6,30,126,25
4,0,32,37,54,85,35,16,246,1,0,15
,11,120,254,0,32,250,58,80,195,6
0,60,111,58,81,195,60,60,103,6,
30,54,0,35,16,251,195,64,156
640 DATA 205,61,158,58,80,195,6
0,60,111,58,81,195,60,60,103,6,
30,126,254,85,32,5,54,0,35,16,
246,58,81,195,254,80,202,64,156
650 DATA 37,37,37,6,8,54,0,36,1
6,251,6,8,37,16,253,44,6,8,54,0,
36,16,251,58,80,195,87,14,0,33,1
3,64,6,8,121,186,40,7,14,32,129,
79,36,16,245,126,254,0,32,3,44,2
4,243,203,38,48,252

```

```

655 DATA 58,83,195,61,200,50,83
,195,195,64,156
660 DATA 33,0,64,6,192,197,6,32
,203,62,35,16,251,193,16,245,201
700 LET H$="---": LET H=0
715 POKE 65528,192: POKE 50000,
0: POKE 50001,0: POKE 40183,24:
POKE 40184,19: POKE 40263,201: P
OKE 60000,0: BORDER 0: PAPER 0:
INK 6: CLS
720 POKE 40037,2: POKE 40244,12
8
730 PRINT AT 2,10: BRIGHT 1: IN
K 4: "CITY DEFENCE"
770 PRINT AT 4,0: INK 3: "Up....
...[q]": AT 4,20: INK 4: "Down....
...[a]": AT 5,0: INK 5: "Fire....[p
]": AT 5,20: INK 7: "Smart....[o]"
780 PRINT AT 1,0: INK 0: "CITY D
EFENCE--by--R.EVA 1984--"
785 FOR f=0 TO 25: PLOT INK 0:
INT (RND*256): INT (RND*7)+168: N
EXT f
786 PRINT INK 7: BRIGHT 1: "RS
Press any key to begin TU"
790 RANDOMIZE USR 40000
800 IF INKEY$="" THEN GO TO 79
0
801 FOR F=0 TO 12: RANDOMIZE US
R 3583: RANDOMIZE USR 40509: NEX
T F
802 POKE 40183,33: POKE 40184,2
44: PRINT AT 21,0: INK 6: BRIGHT
1: "INSTRUCTIONS ? (y/n)"
804 LET a$=INKEY$: IF a$="" THE
N GO TO 804
806 IF a$="Y" OR a$="y" THEN 8
0 SUB 2500: GO TO 810
808 IF a$<>"n" AND a$<>"N" THEN
GO TO 804
810 POKE 40263,58: PRINT AT 21,
21: INK 4: "NO": FOR F=1 TO 3: RA
NDOMIZE USR 40509: RANDOMIZE USR
3583: NEXT F
830 PRINT AT 21,0: INK 7: BRIGH
T 1: "Level 1 OR 2...."
840 LET A$=INKEY$: IF A$="" THE
N GO TO 840
850 IF A$="1" THEN PRINT AT 21
,21: INK 4: "LEVEL:1": LET W=5: L
ET X=1: LET Y=2: LET Z=7: POKE 6
5520,0: GO TO 875
860 IF A$="2" THEN PRINT AT 21
,21: INK 4: "LEVEL:2": LET W=0: L
ET X=0: LET Y=0: LET Z=0: POKE 6
5520,1: GO TO 875
870 GO TO 840
875 FOR F=1 TO 4: RANDOMIZE USR
40509: RANDOMIZE USR 3583: NEXT
F: PRINT INK 7: BRIGHT 1: AT 20
,0: "P=PRACTICE OTHER-(15*sp)WISE
ANY OTHER KEY"
877 IF INKEY$<>">" THEN GO TO 8
77
880 IF INKEY$="" THEN GO TO 88
0
890 IF INKEY$="1" THEN POKE 65
520,0: POKE 65528,0: PRINT AT 21
,21: INK 4: "PRACTICE": GO TO 950
900 PRINT AT 21,21: INK 4: BRIG
HT 1: "REAL"
950 FOR F=1 TO 4: RANDOMIZE USR
40509: RANDOMIZE USR 3583: NEXT
F: PRINT #0: INK 5: BRIGHT 1: TA
B 5: " #PRESS 'S' TO BEGIN #"
960 IF INKEY$<>">" THEN GO TO 9
50
970 IF INKEY$<>"S" THEN GO TO
970
980 FOR F=0 TO 23: RANDOMIZE US
R 40509: RANDOMIZE USR 3582: NEX
T F
1000 LET J=0: LET S0=0
1005 LET L=3: POKE 50005,5: LET
V=20: POKE 40190,19
1008 POKE 23658,255: POKE 50003,
V+1: IF J<>1 AND PEEK 65528<>0 T
HEN PRINT AT 3,23: INK 4: "SCRE
EN ": FLASH 1: BRIGHT 1: V/4-4: GO
TO 1020
1009 IF PEEK 65528<>0 THEN PRIN
T AT 3,22: FLASH 1: "HYPERSPACE":

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GO TO 1020
1010 PRINT AT 3,24; FLASH 1;"PRA
CTISE"
1020 PLOT 0,159; DRAW 255,0; PLO
T 0,158; DRAW 255,0; PLOT 0,114;
DRAW 255,0; PLOT 0,115; DRAW 25
5,0; PLOT 0,116; DRAW 255,0
1030 INK W; IF J=0 THEN FOR f=0
TO 31: PRINT AT 1,f;CHR$(INT (
RND*16)+144); NEXT f
1040 FOR f=0 TO V: LET A=INT (RN
D*256); LET B=INT (RND*256)
1042 LET A=INT (RND*256); LET B=
INT (RND*8)+168
1045 IF POINT (A,B)=1 OR POINT (
A,B-1)=1 THEN GO TO 1042
1050 PLOT A,B; NEXT F: INK 6
1060 FOR f=0 TO 1: PRINT AT f,0;
INK W; PAPER X; BRIGHT 1; OVER
1;"(32*sp)";AT f,13; PAPER Y; IN
K Z;"(4*sp)"; NEXT f
1070 PRINT AT 6,0; INK 7; BRIGHT
1;"Score ";S0
1080 FOR F=8 TO 15: PRINT AT F,2
; INK INT (RND*6)+2; PAPER 0;"(3
0*sp)"; NEXT F
1090 PRINT AT 6,12; INK 3;"Hi-sc
ore "; INK 4;H; INK 5;" by "; IN
K 0; PAPER 3;H$
1100 POKE 50004,6: POKE 50000,96
: POKE 50001,72: PRINT AT 3,0;"(
9*sp)"; PRINT AT 11,0;"(5*sp)";
PRINT AT 3,0; INK 2; BRIGHT 1;"R
3 3 3 "( TO L*3); PRINT AT 3,1
1; INK 7; BRIGHT 1;"PASS-5";CHR$
B; LET mc=USR 40000: IF PEEK 6
0000<>255 THEN GO TO 2000
1110 POKE 60000,0: POKE 40723,72
: POKE 40725,128: FOR f=0 TO 7:
LET MC=USR 40509: LET MC=USR 407
21: NEXT F: POKE 40723,64: POKE
40725,192
1115 PAUSE 60
1120 LET L=L-1: IF L>0 THEN GO
TO 1100
1130 PRINT AT 10,9; INK 5; BRIGH
T 1;"---GAME OVER---"; INK 4; PAPE
R 1;"(3*sp)Press any key to r
e-start(4*sp)"
1140 IF INKEY$<>" " THEN GO TO 1
140
1150 IF INKEY$="" THEN GO TO 11
50
1160 IF SK<H THEN GO TO 1190
1170 POKE 40263,58: INPUT "Initi
als (max 3 characters) "; LINE N

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```

1180 IF LEN N$>3 THEN LET N$=N$
( TO 3)
1190 LET J=0: POKE 40244,128: PO
KE 40037,2: GO TO 715
2000 FOR F=0 TO 6: LET MC=USR 40
721: LET MC=USR 40509: NEXT F: C
LS : LET V=V+4: LET S=PEEK 40190
: LET S=S-2
2005 IF INKEY$="X" THEN GO TO 7
15
2010 IF SK=0 AND J=1 THEN POKE
40183,24: POKE 40184,19: LET S=1
2020 IF V>=6 THEN LET V=8: LET
J=1: POKE 40037,1: POKE 40244,6
4: LET L=3: LET S=PEEK 50005: LE
T S=S+1: POKE 50005,S: LET S=25
2040 POKE 40190,S
2045 IF PEEK 65528=0 THEN GO TO
1000
2050 LET SO=SO+(L+PEEK 50005*10+
(50-S))*(J+1)
2060 GO TO 1000
2500 CLS : RANDOMIZE USR 40509
2510 PLOT 0,159; DRAW 255,0; PLO
T 0,158; DRAW 255,0; PLOT 0,114;
DRAW 255,0; PLOT 0,115; DRAW 25
5,0; PLOT 0,116; DRAW 255,0
2520 FOR f=0 TO 31: PRINT AT 1,f
;CHR$(INT (RND*16)+144); NEXT f
2530 FOR f=0 TO 20: LET A=INT (R
ND*256); LET B=INT (RND*8)+167:
PLOT A,B; NEXT F
2540 FOR f=0 TO 1: PRINT AT f,0;
INK 5; PAPER 1; BRIGHT 1; OVER
1;"(32*sp)";AT f,13; PAPER 2; IN
K 7;"(4*sp)"; NEXT f
2550 PRINT AT 3,20; FLASH 1;"INS
TRUCTIONS";AT 3,11; FLASH 0;"PAS
S-5"
2560 PRINT AT 3,0; INK 2;"RS RS
RS"
2565 LET L$="(9*sp)#REPORT START
#": GO SUB 3000
2570 LET L$="WARNING-RED ALERT-D
ANGER AREA:- :CITY OF THRAAL:"
: GO SUB 3000
2580 LET L$="UNIDENTIFIED FLYING
VEHICLES REPORTED SIGHTED FR
OM VARIOUS LOCATIONS AROUND CI
TY...NUMEROUSSHOT DEAD...": GO S
UB 3000
2590 LET L$="COMMANDING OFFICER.
.DO YOUR BEST": GO SUB 3000: LET
L$=" #REPORT END#"
2600 GO SUB 3000: LET L$="": GO
SUB 3000
2610 LET L$=" BRIEF FLYING INS
TRUCTIONS ": GO SUB 3000
2620 LET L$=" SCANNER

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```

": GO SUB 3000
2630 LET L$="SHOWS POSITIONS OF
BUILDINGS & ALIENS.PATCH OF CON
TRASTING COL-OUR IN CENTRE SHOWS
SCREEN AREA VISIBLE.DOTS SHOW A
LIENS....": GO SUB 3000
2640 LET L$=" LASER
": GO SUB 3000
2650 LET L$="OPERATED USING KEY
'P':UNLIMITEDPOWER:DESTROYS OUTR
IGHT AN ALIEN IN ITS DIRECT PATH.
...": GO SUB 3000
2660 LET L$=" SMART BOMB
": GO SUB 3000
2670 LET L$="OPERATED USING KEY
'O':LIMITED TO 5:USE SPARINGLY-
AS LAST RES- ORT ONLY.DESTROYS A
NY ALIEN ON SCREEN - NOT ON SCA
NNER -": GO SUB 3000
2675 LET L$=""
2680 LET L$="AFTER 10 WAVES OF P
ROGRESSIVE DIFFICULTY, YOU WILL
ENTER HYPER-SPACE:THE FULL MIGH
T OF THE ALIEN EMPIRE IS NOW
UNBOUNDED BYTHE FORCES OF GRAVI
TY AND SPEED UP CONSIDERABLY.THE
BUILDINGS WILL NOT APPEAR..."
: GO SUB 3000
2685 LET L$=""
2690 LET L$="THE PASS NUMBER IS
DECREASED BY THE CURRENT LEVEL E
VERY TIME AN ALIEN SLIPS BY YOUR
SHIP. IF IT DECREASES PAST ZERO
A LIFE WILL BE LOST...": GO SUB
3000
2695 LET L$=""
2700 LET L$="AVOID CRASHING INTO
THE CITY, AGAIN-YOU WILL LOSE
A LIFE...": GO SUB 3000
2710 LET L$=""
2800 LET L$="WHEN YOUR 3 LIVES H
AVE BEEN LOSTTHE GAME IS OVER.HO
WEVER ENTER- ING HYPERSPACE REPL
ENISHES YOUR STORE AND IT WILL R
ETURN TO 3...": GO SUB 3000
2900 LET L$="": GO SUB 3000
3000 LET A=1: LET C=0: FOR F=1 T
O LEN L$
3010 PRINT AT 21,C;L$(A): RANDOM
IZE USR 40509: LET A=A+1: LET C=
C+1
3020 IF C<=31 THEN NEXT F
3030 RANDOMIZE USR 3583: LET C=0
: NEXT F
3040 FOR F=1 TO 4: RANDOMIZE USR
3583: RANDOMIZE USR 40509: NEXT
F: RETURN
9998 STOP
9999 CLEAR : SAVE "CITY" LINE 1:
RUN

```



AS ALTAS MONTANHAS

Era uma vez... Numa longínqua galáxia, os seus habitantes ocupavam-se das tarefas do dia-a-dia de forma semelhante à dos habitantes de um planeta que, em tempos imemoriais, alguém chamara Terra.

Na pequena aldeia, jovens casais ocupavam algum tempo livre para lavarem e darem brilho aos seus carros enquanto os filhos se entretinham a garatujar as paredes e a destruir as cabines telefónicas. Enfim, naquela pequena aldeia de uma galáxia distante, todos os hábitos e vícios da civilização estavam patentes até ao dia em que ELES chegaram.

A noite ameaçava trovoadas e que não levantou quaisquer suspeitas e, nem sequer a luz intensa que aparecia por trás das montanhas, preocupou ninguém. Nessa noite disputava-se a grande final do campeonato, no estádio local, repleto de gente e fortemente iluminado. Devia ser isso...

Mas... quando, na manhã seguinte, a aldeia despertou para mais um dia de trabalho, algo de dramático tinha transformado o ambiente. A princípio, muitos ainda protestaram por aquilo que supunham ser mais um dos habituais cortes de corrente da companhia de electricidade. No entanto, não era habitual que os cortes de corrente deixassem um buraco negro no sítio onde, antes, estivera a tomada da máquina de barbear, nem que a torradeira estivesse derretida e a máquina de lavar, carbonizada. E quando saíram de casa e depararam estarecidas com as cinzas fumegantes do seu carro último modelo, começaram a desconfiar que se passava algo de mais complicado que um simples corte de corrente.

A voz ampliada que vinha das altas montanhas, confirmou as suspeitas do povo da aldeia. Todas as invenções dos dois últimos séculos tinham sido destruídas e, informava a voz, era proibido utilizar qualquer equipamento eléctrico ou mecânico. Qualquer resistência seria inútil e, passados séculos, as gentes civilizadas da aldeia tinham regressado ao estádio da barbárie mais primitiva.

Mas, finalmente, a opressão dos Senhores e dos Trípodas, uma espécie de polícia-robot, ultrapassou os limites e o povo decidiu destruir os seus carrascos.

A sua missão, se se decidir a aceitá-la voluntariamente, será a de destruir a Cidade Dourada onde residem os Senhores e os Trípodas. Para o conseguir, procure o balão em que subirá até às Altas Montanhas, encha-o de gás e use a última arma disponível.

Mas tenha cuidado – os opressores tiveram o cuidado de corromper e subornar alguns dos seus compatriotas e são eles que irão tentar impedir que a sua missão tenha êxito. Não confie em ninguém.

O JOGO

As acções, são:

- Os Senhores e os Trípodas devem tentar destruir todo o povo que não é controlado pelos jogadores.
- O povo deve colaborar numa acção conjunta para destruir a Cidade Dourada.

As listagens do programa devem ser introduzidas na seguinte sequência: primeiro, a listagem n.º 1. Quando a figura se encontra registada na memória aparece no écran. Se se verificar alguma má-formação, a linha onde ocorreu o erro poderá ser detectada pela introdução da letra imperfeita. Se as figuras estiverem completamente erradas, terá que verificar todos os dados introduzidos. Logo que a figura esteja satisfatória, entrará «OK» e o programa confirmará os dados. Poderá então limpar o programa de memória e entrar com a listagem n.º 2. A seguir, faça o programa e siga as instruções. O programa pedirá a introdução dos dados da listagem n.º 1. Se, depois desta linha, verificar que se enganou em alguma linha da listagem n.º 2, faça GO TO 20.

Tabela 1: Principais variáveis

Ordens:

a\$0	Os nomes das figuras.
b\$0	Os nomes dos objectos.
a0	As posições das figuras.
e0	A força das figuras.
d0	A maleabilidade das figuras.
f0	A posição do objecto.
g0	A força do objecto.
i0	Objecto n.º 1 que as figuras podem transportar.
j0	Objecto n.º 2 que as figuras podem transportar.
\$0	Os números dos jogadores que movem as figuras.
d\$0	«Break down» da última ordem.

Letras:

no	Número de jogadores.
z	Número da figura que pertence ao jogador que está na sua vez de jogar.
q	Número do jogador que está a jogar.
r	Número de vezes já jogadas pelo jogador
v\$	Descrição da posição.
v,w,x,y,	Variáveis que determinam as direcções que as figuras podem tomar.
c\$	Ordens.
pos,	Usado para quebrar as ordens em
begin	palavras separadas.

Tabela n.º 2: Linha-a-Linha

10	Instruções
140	Escolha das figuras
271	Programa principal, consistindo em:
290-379	Imprime o local onde você se encontra, as direcções para onde se pode mover e aquilo que pode ver.
380-389	Decide se alguém o está a atacar.
390-400	Dá entrada às suas ordens.
410-455	Interpreta as suas ordens.
460-606	O programa salta para a sub-rotina apropriada à ordem.
610-620	Rotina que informa se a sua ordem não foi compreendida.
650-662	Decide quando um dos «maus» ganhou o jogo.
670-680	Move os objectos que o jogador está a transportar.
1200	Rotina da escalada
1800	Rotina do trajecto
2400	Rotina da luta/morte

3200	Rotina de análise
3500	Rotina visual
3800	Rotina de inventarização
4100	Rotina de «pega-e-larga»
4700	Rotina de flutuação
5000	Rotina de acumulação
5600	Rotina do movimento para Norte
5700	Rotina do movimento para Sul
5800	Rotina do movimento para Leste
5900	Rotina do movimento para Oeste
6600	Rotina aberta
6800	Rotina para conservar o jogo (save game)
6800	Rotina para carregar o jogo (load game)
7500	Dados para os posicionamentos (104 posições)
8700	Rotina da metodologia do ataque
8800	Rotina para a vitória dos «bons»
8900	Rotina do movimento das figuras
9000	Variável da rotina de iniciação

Listing 1

```

10 CLEAR 63999: PRINT AT 5,0:"WAIT WHILE
THE NEW CHARACTER SET IS POKED INTO MEMORY
"
20 FOR J=15616 TO 16384
30 POKE (J+48384),PEEK J
40 NEXT J
50 RESTORE 1800
70 FOR J=64000 TO 64023: GO SUB 800: NEX
T J
90 FOR J=64200 TO 64215: GO SUB 800: NEX
T J
100 FOR J=64240 TO 64255: GO SUB 800: NEX
T J
110 FOR J=64264 TO 64471: GO SUB 800: NEX
T J
120 POKE 23606,0: POKE 23607,249
130 PRINT "":?ABCDEFGHIJKLMNPOQRSTUVWXYZ
"
140 POKE 23607,62: PRINT "Do any of these
characters look wrong, if so input the ch
aracter, else input 'ok'"
150 INPUT "COMMAND "a$
160 IF a$="ok" THEN GO TO 300
170 IF a$="!" OR a$="?" OR a$=":" THEN PR
INT "CHECK LINES 1000 TO 1020": STOP
180 LET a$=CODE a$-65
190 IF a$<0 OR a$>26 THEN GO TO 150
200 PRINT "CHECK LINE "1030+a$: STOP
500 PRINT "INSERT A BLANK CASSETTE WITH
AT LEAST 5 MIN BLANK SPACE ON. THEN RE
WIND TAPE ."
510 SAVE "chr$"CODE 64000,768
520 PRINT "NOW REWIND THE TAPE, AND PRESS
PLAY TO VERIFY THE DATA.": VERIFY "chr$
CODE 64000,768
530 CLS : PRINT "OK,NOW THE PROGRAM WILL
CLEAR ITSELF FROM MEMORY READY FOR YO
U TO TYPE IN LISTING 2."
540 PRINT FLASH 1: INK 1:"PRESS ANY KEY T
O CLEAR PROGRAM "
550 IF INKEY$="" THEN GO TO 550
560 NEW
900 READ a: POKE J,a: RETURN
1000 DATA 16,55,56,56,16,0,16,0
1010 DATA 0,100,100,72,0,0,0,0
1020 DATA 0,0,24,24,0,24,24,0
1030 DATA 0,60,126,102,28,48,0,48
1040 DATA 0,24,52,102,126,60,36,118
1050 DATA 0,124,126,102,124,102,126,92
1060 DATA 0,24,60,102,96,102,60,24
1070 DATA 0,120,124,102,102,102,124,88
1080 DATA 0,28,62,112,120,112,62,28
1090 DATA 0,14,62,112,120,112,96,64
1100 DATA 0,28,62,102,96,118,124,60
1110 DATA 0,102,102,102,126,102,118
1120 DATA 0,62,62,24,24,62,126
1130 DATA 0,30,30,5,6,70,124,56
1140 DATA 0,102,110,124,120,100,102,114
1150 DATA 0,48,48,48,96,96,126,60
1160 DATA 0,230,254,254,214,214,199,102
1170 DATA 0,38,118,126,126,110,102,54
1180 DATA 0,24,60,102,102,102,60,24
1190 DATA 0,60,126,102,102,124,96,48
1200 DATA 0,24,60,102,102,100,62,62
1210 DATA 0,92,126,102,126,124,78,102
1220 DATA 0,60,102,96,60,6,24,24
1230 DATA 0,126,90,24,24,100,124,62
1240 DATA 0,100,44,100,100,100,124,62
1250 DATA 0,30,30,102,102,118,60,24
1260 DATA 0,198,198,198,212,124,124,40
1270 DATA 0,102,124,60,24,60,102,118
1280 DATA 0,6,102,124,56,48,48,56
1290 DATA 0,126,94,28,56,112,126,114

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Listing 2

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10 PRINT "LOAD THE DATA SAVED BY LISTING
1": LOAD "chr$"CODE 64000,768
20 PRINT "NOW REWIND THE TAPE TO SAVE T

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HE FINISHED PROGRAM"
30 SAVE "HIGH MTS" LINE 80: SAVE "chr$"C
ODE 64000,768
40 GO TO 90
80 CLS : PRINT FLASH 1: PAPER 1: INK 6: A
T 10,51" LEAVE TAPE RUNNING ": INK 7: PAPE
R 7
85 LOAD "chr$"CODE 64000,768
90 POKE 23606,0: POKE 23607,249: POKE 23
650,0: POKE 23609,100: BORDER 0: PAPER 0:
INK 7
100 BORDER 0: PAPER 0: INK 6
110 CLS : PRINT AT 2,61:"THE HIGH MOUNTAIN
S"
111 INK 7
120 PRINT " IF YOU ARE EITHER A MASTER O
R ATRIPOD THEN THE OBJECT OF YOUR GAME IS
TO DESTROY ALL THE OTHERCHARACTERS WHO AR
E NOT BEING CONTROLLED BY OTHER PLAYERS
"
130 PRINT " IF YOU ARE NOT A MASTER OR A
TRIPOD THEN YOU MUST COLLECT THEAPPROPR
IATE OBJECTS AND CARRY OUT THE TASKS TO
ENABLE YOU TO DESTROY THE GOLDEN CITY."
132 PRINT " WHEN YOU THINK YOU HAVE THE
REQUIRED OBJECTS IN THEIR CORRECT
FORM, MOVE TO THE GOLDEN CITY AND FI
RE AWAY."
133 GO SUB 9000: PRINT FLASH 1: PAPER 6:
INK 11:" PRESS ANY KEY TO BEGIN "
134 IF INKEY$="" THEN GO TO 134
135 CLS : PRINT INK 4:AT 2,61:"THE HIGH MO
UNTAINS"
136 PRINT "COMMANDS ARE : 'I'-'CLIMB'-'I'-'R
IDE _____ DIRECTION'-'I'-'KILL _____'-'I'-'FIC
HT _____"
137 PRINT "EXAMINE'-'I'-'LOOK'-'I'-'INVENTORY
'-'I'-'GET'-'I'-'TAKE'-'I'-'SWIM'-'I'-'FILL _____WI
TH _____'-'I'-'DROP'-'I'-'UNLOCK'-'I'-'FIRE'-'I'-'L
OAD'-'I'-'SAVE'-'I'-'AND DIRECTIONS TO MOVE."
138 PRINT FLASH 1: PAPER 6: INK 11:" PR
ESS ANY KEY TO BEGIN "
139 IF INKEY$="" THEN GO TO 139
140 INK 4
150 CLS : PRINT AT 2,61:"THE CHARACTERS":
INK 5: PRINT
160 FOR J=1 TO 29 STEP 2: PRINT a$(J):TAB
16: a$(J+1): NEXT J
170 INPUT "THE NUMBER (F PLAYERS IS "no
180 IF no<1 OR no>5 THEN GO TO 170
190 FOR J=1 TO no
200 INPUT "PLAYER "J": "a$(J)
202 IF J=1 THEN GO TO 250
210 FOR I=1 TO J-1: IF a$(J)=a$(p(I)) T
HEN GO TO 200
220 NEXT I
250 FOR k=1 TO 30: IF a$(J,1 TO 4)=a$(k,1
TO 4) THEN LET p(J)=k: GO TO 270
260 NEXT k
265 GO TO 200
270 NEXT J
271 CLS
280 FOR q=1 TO no: LET z=p(q): DIM d$(2,1
0): LET d$(1)=LOOK
281 FOR J=1 TO no: IF c(p(J))>0 THEN GO T
O 283
282 NEXT J: PRINT FLASH 1: PAPER 1: INK 6
: EM
D OF GAME , NO-ONE HAS WON THE
GAME
: FOR k=1 TO 10: BEEP .3,k: NEXT k: G
O TO 100
283 IF c(z)<=0 THEN NEXT q: GO TO 280
284 PRINT : PRINT FLASH 1: BRIGHT 1: PAPE
R 7: INK 1:"***DIFFERENT PLAYER'S TURN***
*": PRINT
285 FOR r=1 TO d(z)
286 IF c(z)<=0 THEN NEXT q: GO TO 280
287 LET k=INT (RND*30)+1: FOR U=1 TO no:
IF k=p(U) THEN GO TO 290
288 NEXT U: GO SUB 8900
290 PRINT PAPER 1: INK 4:"*****
***** NOW YOUR TURN "a$(z)"
*****"
293 IF d$(1,1 TO 2)="NO" OR d$(1,1 TO 2)=
"SO" OR d$(1,1 TO 2)="EA" OR d$(1,1 TO 2)=
"WE" OR d$(1)="SWIM" OR d$(1)="RIDE
" OR d$(1)="CLIMB" OR d$(1)="ENT
ER" OR d$(1)="LOOK" THEN GO TO
295
294 GO TO 300
300 FOR u=1 TO c(z)
310 REM TELLS YOU WHERE YOU ARE
330 RESTORE ((10*a(z))+7490): READ v0,v,w
,x,y
340 PAPER 6: INK 2: PRINT v$
341 IF a(z)=78 AND nmbal=0 THEN PRINT "T
HE SHED IS LOCKED "
342 IF a(z)=78 AND nmbal=1 THEN PRINT "T
HE SHED IS NOT LOCKED "
343 RESTORE 9810: FOR J=1 TO 10: READ n,m
: IF n=a(z) AND n<m THEN PRINT "THE CANAL
IS TO YOUR EAST "
345 IF n=a(z) AND n<n THEN PRINT "THE CAN
AL IS TO YOUR WEST "
346 NEXT J
348 PRINT "YOU CAN MOVE EITHER
"
350 IF v=1 THEN PRINT "NORTH "
352 IF w=1 THEN PRINT "SOUTH "
354 IF x=1 THEN PRINT "EAST "
356 IF y=1 THEN PRINT "WEST "
360 POKE 23692,255
370 FOR J=1 TO 15
371 IF J(J)=a(z) THEN GO TO 373
372 GO TO 374
373 FOR I=1 TO 30: IF I(I)=J OR J(I)=J TH

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EM GO TO 379
374 IF J=7 AND nmbal=0 THEN NEXT J
375 NEXT I: PRINT "YOU CAN SEE : " "1b0(j)
376 NEXT J
377 LET O=1
378 FOR J=1 TO 30: IF a(j)=a(z) AND J<>z
THEN LET O=O+1: PRINT "YOU CAN SEE : " "1a
379 NEXT J
380 LET I1=INT (RND*(10-O)+1): IF I1<1.1
THEN GO SUB 8700
390 PAPER 0: INK 7: PRINT "WHAT DO YOU WA
NT TO DO NOW " "1a0(z)1" ?": INK 4
400 INPUT "COMMAND :":c
410 PRINT PAPER 7: INK 0:c
420 DIM d(7,10)
430 LET begin=1: LET pos=1: FOR J=1 TO LE
N c
440 IF c(j)= " " THEN LET d(pos)=c(begin)
n TO (j-1): LET begin=j+1: LET pos=pos+1
450 NEXT J
455 LET d(pos)=c(begin) TO (LEN c)
460 IF d(1)="CLIMB " AND d(2)="IN
" THEN GO TO 1200
480 IF d(1)="RIDE " THEN GO TO 1000
500 IF d(1)="KILL " THEN GO TO 2400
505 IF d(1)="FIGHT " THEN GO TO 2400
510 IF d(1)="EXAMINE " THEN GO TO 3200
520 IF d(1)="LOOK " THEN GO TO 3500
530 IF d(1,1 TO 3)="INV" THEN GO TO 3000
540 IF d(1)="GET " THEN GO TO 4100
550 IF d(1)="TAKE " THEN GO TO 4100
570 IF d(1)="SWIM " THEN GO TO 4700
580 IF d(1)="FILL " THEN GO TO 5000
590 IF d(1)="DROP " THEN GO TO 5300
599 IF d(1)="LOAD " THEN GO TO 6840
600 IF d(1)="SAVE " THEN GO TO 6800
601 IF d(1,1 TO 2)="NO" THEN GO TO 6000
602 IF d(1,1 TO 2)="SO" THEN GO TO 3700
603 IF d(1,1 TO 2)="EA" THEN GO TO 5800
604 IF d(1,1 TO 2)="WE" THEN GO TO 5900
605 IF d(1)="UNLOCK " THEN GO TO 6600
606 IF d(1,1 TO 4)="FIRE" THEN GO TO 880
0
610 PRINT "I DO NOT UNDERSTAND YOU !":
620 GO TO 300
630 FOR J=17 TO 30: FOR U=1 TO NO
640 IF J=U THEN GO TO 660
650 NEXT U
655 IF c(j)=0 THEN GO TO 670
660 NEXT J
662 IF z<17 THEN PRINT PAPER 1: INK 6: FL
ASH 11 " EN
D OF GAME " "1a0(z)1" HAS WON THE GAME
": FOR k=1 TO 10: BEEP .3,k: NEXT k: PAU
SE 100: GO TO 100
670 IF i(z)<0 THEN LET f(i(z))=a(z)
680 IF j(z)<0 THEN LET f(j(z))=a(z)
770 NEXT c: NEXT q: GO TO 200
1200 REM CLIMB IN
1210 IF d(3,1 TO 4)="BOAT" THEN GO TO 130
0
1220 IF d(3,1 TO 4)="RIVE" THEN GO TO 140
0
1230 PRINT "THERE IS NOTHING TO CLIMB INTO
HERE !":
1240 GO TO 630
1300 IF f(i(z))<0 THEN PRINT "THE BOAT I
S NOT HERE.": GO TO 630
1310 RESTORE 9010: FOR j=1 TO 10: READ n,m
: IF n=a(z) THEN GO TO 1330
1320 NEXT j: PRINT "THE BOAT DOES NOT MOVE
BECAUSE YOU ARE NOT NEAR ANY WATER SO
YOU CLIMB OUT OF IT AGAIN.": GO TO 630
1340 LET a(z)=m: IF i(z)<0 THEN LET f(i(z)
)=m
1350 IF j(z)<0 THEN LET f(j(z))=m
1360 IF c(z)>4 THEN PRINT "YOU HAVE CROSSE
D THE RIVER IN SAFETY.": GO TO 630
1370 PRINT "YOU CROSSED THE RIVER, BUT WERE
WEAK AND SO LOST SOME OF YOUR MANOUVRE
ABILITY.":
1380 GO TO 630
1400 IF f(i(z))<0 THEN PRINT "THE RIVERB
OAT IS NOT HERE.": GO TO 630
1410 RESTORE 9010: FOR j=1 TO 10: READ n,m
: IF n=a(z) THEN GO TO 1430
1420 NEXT j: PRINT "THE RIVERBOAT DOES NOT
MOVE BECAUSE YOU ARE NOT NEAR ANY
WATER SO YOU CLIMB OUT OF IT AGAIN.": G
O TO 630
1440 GO TO 1340
1800 REM ride
1810 IF d(2)="HORSE " THEN GO TO 1000
1820 IF d(2)="CAR " THEN GO TO 1990
1830 IF d(2)="TRAIN " THEN GO TO 2060
1840 PRINT "YOU ARE NOT ABLE TO RIDE THAT
OBJECT.": GO TO 630
1880 IF a(z)<0 THEN PRINT "THE HORSE I
S NOT HERE SO YOU CANNOT RIDE IT.": GO
TO 630
1890 FOR J=1 TO 4
1890 RESTORE a(z)+7400: READ v,w,x,y
: IF d(3,1 TO 2)="NO" AND v=1 THEN LET a(
z)=a(z)-13
1900 IF d(3,1 TO 2)="SO" AND w=1 THEN LET
a(z)=a(z)+13
1910 IF d(3,1 TO 2)="EA" AND x=1 THEN LET
a(z)=a(z)+1
1920 IF d(3,1 TO 2)="WE" AND y=1 THEN LET
a(z)=a(z)-1
1930 NEXT J
1940 GO TO 630
1990 IF a(z)<0 THEN PRINT "THE CAR IS
NOT HERE SO YOU CANNOT DRIVE IT.": GO
TO 630
2000 FOR J=1 TO 4: GO TO 1890
2060 IF a(z)<0 THEN PRINT "THE TRAIN
IS NOT HERE SO YOU CANNOT RIDE IN IT E
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ITHER NORTH OR SOUTH.": GO TO 630
2070 IF d(3,1 TO 2)="EA" OR d(3,1 TO 2)=
"WE" THEN PRINT "THE RAILWAY DOES NOT GO I
N THAT DIRECTION.": GO TO 630
2090 FOR J=1 TO 4: GO TO 1890
2400 REM kill
2410 FOR J=1 TO 30: IF a(j)=a(z) AND a(j)
1 TO 4)=d(2,1 TO 4) THEN GO TO 2440
2420 NEXT J: PRINT d(2)11" IS NOT HERE YB
FIGHT!": GO TO 630
2440 FOR k=1 TO no: IF p(k)=j THEN GO TO 2
400
2450 NEXT k
2470 PRINT PAPER 2: INK 7: DO YOU WA
NT TO ATTACK " "1a0(z)1"
"
2470 POKE 23492,255
2480 IF INKEY="Y" THEN GO TO 2500
2490 IF INKEY="N" THEN PRINT "NO BLOWE WE
RE TAKEN": GO TO 630
2495 GO TO 2400
2500 LET k=INT (RND*5)-2
2510 LET kk=INT (RND*5)-2
2511 IF c(j)+k=c(z)+kk THEN GO TO 2520
2512 LET c(z)=c(z)-4: PRINT "YOU WERE BABL
Y INJURED.":
2513 IF c(z)<0 THEN PRINT "INFACT YOU HAV
E BEEN KILLED.": LET a(z)=999: GO TO 630
2516 GO TO 2470
2520 IF c(j)+k=c(z)+kk THEN GO TO 2530
2522 LET c(j)=c(j)-4: PRINT a(j)11" WAS BA
DLY INJURED.":
2523 IF c(j)<0 THEN PRINT "INFACT " "1a0(j)
1" HAS BEEN KILLED.": LET a(j)=999: GO TO 6
30
2527 GO TO 2470
2530 IF c(j)+k+c(z)+kk THEN PRINT "YOU WER
E SLIGHTLY INJURED.": LET c(z)=c(z)-1: GO
TO 2470
2540 IF c(j)+k+c(z)+kk THEN PRINT a(j)11"
WAS SLIGHTLY INJURED.": LET c(j)=c(j)-1:
GO TO 2470
2550 PRINT "NO-ONE WAS INJURED"
2560 GO TO 2470
2600 IF c(j)<0 THEN LET a(j)=999: LET i(j)
)=0: LET j(j)=0: PRINT a(j)11" WAS KILLED
!": GO TO 630
2601 IF c(z)<0 THEN LET a(z)=999: LET i(
z)=0: LET j(z)=0: PRINT a(z)11" WAS KILLED
!": GO TO 630
2605 PRINT a(j)11" DO YOU WANT TO DROP ALL
YOUR ITEMS AND CONCEED ?"
2606 POKE 23492,255
2620 IF i="YES" OR i="Y" THEN GO TO 2000
2630 PRINT "RIGHT TO BATTLE WE GO"
2635 PRINT PAPER 2: INK 7: DO YOU WA
NT TO ATTACK " "1a0(z)1"
"
2636 IF INKEY="Y" THEN GO TO 2640
2637 IF INKEY="N" THEN GO TO 630
2638 GO TO 2636
2640 LET k=INT (RND*10)-4
2650 LET kk=INT (RND*10)-4
2660 IF c(j)+k=c(z)+kk THEN GO TO 2670
2662 LET c(j)=c(j)-4: PRINT a(j)11" WAS BA
DLY INJURED.":
2664 GO TO 2600
2670 IF c(j)+k=c(z)+kk THEN GO TO 2680
2672 LET c(z)=c(z)-4: PRINT a(z)11" WAS BA
DLY INJURED.":
2674 GO TO 2600
2680 IF c(j)+k+c(z)+kk THEN PRINT a(z)11"
WAS SLIGHTLY INJURED.": LET c(z)=c(z)-1:
GO TO 2600
2690 IF c(z)+kk+c(j)+k THEN PRINT a(j)11"
WAS SLIGHTLY INJURED.": LET c(j)=c(j)-1:
GO TO 2600
2695 PRINT "NO-ONE WAS INJURED.":
2700 GO TO 2600
2800 PRINT a(j)11"CONCEDES.": "NO MORE BLOW
S WERE TAKEN.":
2810 LET i(j)=0: LET j(j)=0: GO TO 630
3200 REM examine
3210 PRINT "I DO NOT SEE ANYTHING UNUSUAL
ON " "1d(2)1" " "1d(3)1" " "1d(4)
1"
3220 GO TO 630
3500 REM look
3510 GO TO 320
3800 REM inventory
3810 PRINT "INVENTORY IS :":
3830 IF j(z)<0 THEN PRINT TAB 13: "1b0(j(z))
3840 GO TO 630
4100 REM get/take
4102 IF d(2)="BALLOON " AND nmbal=0 TH
EN GO TO 4140
4110 IF d(2,1 TO 4)="OREN" AND z<17 THEN
PRINT "BADDIES CANNOT PICK UP THE OR
ENADES": GO TO 630
4120 FOR J=1 TO 15: IF d(2,1 TO 3)=b0(j,1
TO 3) THEN GO TO 4150
4130 NEXT J
4140 PRINT "SORRY, I DO NOT SEE THAT OBJEC
T"
4144 GO TO 630
4150 FOR k=1 TO 30: IF J=1(k) THEN PRINT
"I DO NOT SEE THAT OBJECT HERE.": GO TO 63
0
4160 NEXT k
4170 FOR k=1 TO 30: IF J=1(k) THEN PRINT
"I DO NOT SEE THAT OBJECT HERE.": GO TO 63
0
4180 NEXT k
4190 IF i(z)<0 AND j(z)<0 THEN PRINT "YO
U HAVE TOO MANY OBJECTS SO CANNOT PICK
UP THE " "1b0(j)1" GO TO 630
4200 LET c(z)=c(z)+g(j)
4210 IF i(z)=0 THEN LET i(z)=j: PRINT "O
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K "": GO TO 630
4220 LET j(z)=j: PRINT "O K "": GO TO 63
0
4700 REM swim
4701 RESTORE 9010: FOR J=1 TO 10: READ n,m
: IF n=a(z) THEN GO TO 4710
4702 NEXT J
4703 PRINT "THERE IS NOWHERE TO SWIM ACRO
S HERE !": GO TO 630
4710 PRINT "YOU HAVE SWUM ACROSS THE RIVER
, BUT IN DOING SO HAD TO LEAVE ALL THE
OBJECTS YOU WERE CARRYING BEHIND.":
4720 IF i(z)<0 THEN LET c(z)=c(z)-g(i(z)
)
4725 IF j(z)<0 THEN LET c(z)=c(z)-g(j(z)
)
4730 IF c(z)<0 THEN PRINT "YOUR STRENGTH H
AS RUN OUT AND YOU HAVE DIED.": NEXT r
4740 LET i(z)=0: LET j(z)=0
4750 LET a(z)=0: IF n=1 THEN PRINT "YOU
SWAM EAST"
4760 IF n=1 THEN PRINT "YOU SWAM WEST"
4770 GO TO 630
5000 REM fill
5010 IF d(2)<0 THEN PRINT "YOU U CANNOT FILL
THE " "1d(2)1" WITH " "1d(4)1"
": GO TO 630
5020 IF d(4)<0 THEN PRINT "YOU U CANNOT FILL
" "1d(2)1" WITH THAT.": GO TO 630
5030 IF i(z)<0 AND j(z)<0 THEN PRINT "YO
U DO NOT HAVE THE BALLOON.": GO TO 630
5040 IF i(z)>15 AND j(z)>15 THEN PRINT "
YOU DO NOT HAVE THE HYDROGEN.": GO TO 630
5050 PRINT "THE BALLOON FILLS UP WITH
HYDROGEN, A DANGEROUS YET VERY IMPORTAN
T GAS.":
5060 IF b0(i(z))="BALLOON " THEN LET b0(
i(z))="BALLOON.": LET f(i(z))=999: LET i(z)
)=0: GO TO 630
5070 IF b0(j(z))="BALLOON " THEN LET b0(
j(z))="BALLOON.": LET f(j(z))=999: LET i(z)
)=0: GO TO 630
5300 REM drop
5310 FOR J=1 TO 15: IF d(2,1 TO 3)=b0(j,1
TO 3) THEN GO TO 5340
5320 NEXT J
5330 PRINT "YOU ARE NOT CARRYING THAT OBJE
CT !": GO TO 630
5340 IF b0(i(z),1 TO 3)=d(2,1 TO 3) THEN
LET c(z)=c(z)-g(i(z)): LET i(z)=0: PRINT
"O K "": GO TO 630
5350 IF b0(j(z),1 TO 3)=d(2,1 TO 3) THEN
LET c(z)=c(z)-g(j(z)): LET j(z)=0: PRINT
"O K "": GO TO 630
5360 GO TO 5330
5400 REM n
5410 IF v=0 THEN PRINT "YOU CANNOT MOVE IN
THAT DIRECTION.": GO TO 320
5420 LET a(z)=a(z)-13
5430 PRINT "O K "": GO TO 630
5700 REM s
5710 IF w=0 THEN PRINT "YOU CANNOT MOVE IN
THAT DIRECTION.": GO TO 320
5720 LET a(z)=a(z)+13
5730 PRINT "O K "": GO TO 630
5800 REM e
5810 IF x=0 THEN PRINT "YOU CANNOT MOVE IN
THAT DIRECTION.": GO TO 320
5820 LET a(z)=a(z)-1
5830 PRINT "O K "": GO TO 630
5900 REM u
5910 IF y=0 THEN PRINT "YOU CANNOT MOVE IN
THAT DIRECTION.": GO TO 320
5920 LET a(z)=a(z)-1
5930 PRINT "O K "": GO TO 630
6600 REM unlock
6610 IF d(2)="SHED " THEN GO TO 6630
6620 PRINT "IT'S NOT POSSIBLE TO UNLOCK TH
AT.": GO TO 630
6630 IF d(4)="PEN " THEN GO TO 6645
6640 PRINT "YOU CANNOT UNLOCK THE SHED WIT
H THAT.": GO TO 630
6645 IF i(z)>3 AND j(z)>3 THEN PRINT "YO
U DO NOT HAVE THE PEN.": GO TO 630
6650 PRINT "THE SHED IS NOW UNLOCKED"
6670 LET nmbal=1: GO TO 630
6800 PRINT "SAVE GAME TO TAPE"
6810 SAVE "SAVE" LINE 6860
6820 GO TO 300
6840 PRINT "LOAD SAVED GAME"
6850 LOAD "SAVE"
6860 PRINT "SAVED GAME HAS NOW LOADED"
6870 GO TO 290
7500 DATA "THERE IS A SMALL HUT HERE ,AND
AFEW LOGS.",0,1,1,0
7510 DATA "YOU ARE ON A SMALL PATH NEXT TO
SOME MURKY WOODS.",0,1,1,1
7520 DATA "YOU ARE ON A SMALL PATH. IN TH
E DISTANCE YOU CAN SEE MORE PATH.",0,0,1,1
7530 DATA "YOU ARE ON A SMALL PATH. IN TH
E DISTANCE THERE IS THE SHMAND FAIR",0,0
,1,1
7540 DATA "YOU ARE AT A DERELICT RAILWAY
STATION.THE RAILWAY LINE LEADS SOUTH.",0
,1,1,1
7550 DATA "YOU ARE ON A FLAT STEAMY MOOR.
TO YOUR EAST THERE IS A CANAL.",0,1,0,1
7560 DATA "YOU ARE ON A FLAT STEAMY MOOR.
TO YOUR WEST THERE IS A CANAL.",0,1,1,0
7570 DATA "YOU ARE IN THE EASTERN PART OF
WICHESTER.",0,1,1,1
7580 DATA "YOU ARE IN A DAMP AND MYSTERIOU
SORAVEYARD.",0,1,1,0
7590 DATA "YOU ARE IN THE VILLAGE OF
WICHESTER,AND CAN SEE A FEW HOUSES EI
THER SIDE OF THE DUSTY STREET.",0,1,1,1
7600 DATA "YOU ARE ON THE EAST SIDE OF
WICHESTER.",0,1,1,1
7610 DATA "YOU ARE IN A FIELD OF TURNIPS
WITH A SCARECROW NEARBY.",0,1,0,1
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7626 DATA "YOU ARE AT THE BACK OF A CAVE AND CAN SEE THE WORDS 'YEK ENT SI NEP EH T'." #, #, #, #, #
7638 DATA "YOU HAVE ENTERED A TUNNEL THROUGH THE HIGH CLIFFS SURROUNDING THE DENSE FOREST." #, #, #, #, #
7648 DATA "YOU ARE AT THE EDGE OF THE DENSE FOREST." #, #, #, #, #
7658 DATA "YOU ARE IN A VALLEY IN THE DENSE FOREST AND IT IS SURROUNDED BY HIGH STEEP SIDES." #, #, #, #, #
7668 DATA "YOU ARE AT THE NORTH EAST EDGE OF THE DENSE FOREST." #, #, #, #, #
7678 DATA "YOU ARE IN A LARGE FLAT FIELD WITH A RAILWAY RUNNING THROUGH IT." #, #, #, #, #
7688 DATA "YOU ARE IN A FIELD OF BARLEY AND CAN SEE THE GOLDEN CITY IN THE DISTANCE." #, #, #, #, #
7698 DATA "YOU ARE IN THE GOLDEN CITY. THE WALLS OF THE BUILDINGS GLEAM IN THE SUNLIGHT." #, #, #, #, #
7708 DATA "YOU ARE IN SOME FIELDS, AND CAN SEE A STOUT FENCE TO YOUR EAST." #, #, #, #, #
7718 DATA "YOU CAN SEE THE CHURCH." #, #, #, #, #
7728 DATA "YOU'RE IN THE SOUTHERN MOST PART OF WICHESTER." #, #, #, #, #
7738 DATA "YOU CAN SEE WILL'S FATHER'S SAW MILL." #, #, #, #, #
7748 DATA "YOU ARE IN A FIELD OF MAIZE." #, #, #, #, #
7758 DATA "YOU HAVE JUST ENTERED A CAVE AND DARE SURROUNDED BY DARKNESS." #, #, #, #, #
7768 DATA "YOU CAN SEE PART OF THE TUNNEL THAT HAS FALLEN IN." #, #, #, #, #
7778 DATA "YOU ARE IN THE THICK FOREST." #, #, #, #, #
7788 DATA "YOU ARE IN THE MIDDLE OF THE DENSE FOREST." #, #, #, #, #
7798 DATA "YOU ARE IN THE DENSE FOREST." #, #, #, #, #
7808 DATA "YOU ARE NEXT TO THE RAILWAY." #, #, #, #, #
7818 DATA "YOU ARE ON A FLAT MOOR." #, #, #, #, #
7828 DATA "YOU CAN SEE THE GOLDEN CITY TO THE NORTH AND ARE ON A FLAT PLAIN." #, #, #, #, #
7838 DATA "YOU ARE IN A LARGE FIELD FULL OF FLOWERS." #, #, #, #, #
7848 DATA "YOU ARE IN THE VILLAGE PARK." #, #, #, #, #
7858 DATA "YOU ARE AT THE VILLAGE ENTRANCE." #, #, #, #, #
7868 DATA "YOU ARE IN THE VILLAGE FARMING AREA." #, #, #, #, #
7878 DATA "YOU ARE AT THE EXTREMITY OF THE VILLAGE FARMLAND." #, #, #, #, #
7888 DATA "YOU CAN SEE A CAVE TO YOUR NORTH HAND ARE IN A SMALL GLEN." #, #, #, #, #
7898 DATA "YOU ARE AT A PART OF THE TUNNEL THAT HAS FALLEN IN." #, #, #, #, #
7908 DATA "YOU ARE NEXT TO SOME HIGH CLIFFS BUT ARE STILL IN THE FOREST." #, #, #, #, #
7918 DATA "YOU CAN SEE HIGH CLIFFS FROM THIS POINT IN THE FOREST." #, #, #, #, #
7928 DATA "THE FOREST IS THIN HERE." #, #, #, #, #
7938 DATA "YOU CAN SEE THE RAILWAY PASSING NEAR TO THE FOREST HERE." #, #, #, #, #
7948 DATA "THERE IS AN OLD DEEP PIT HERE." #, #, #, #, #
7958 DATA "YOU CAN SEE A LARGE TRIPOD FOOT PRINT HERE." #, #, #, #, #
7968 DATA "YOU CAN SEE A FIELD OF GOATS HERE." #, #, #, #, #
7978 DATA "THERE IS A WALL HERE WITH MINES GROWING ALL OVER IT." #, #, #, #, #
7988 DATA "YOU CAN JUST SEE THE VILLAGE HERE." #, #, #, #, #
7998 DATA "THERE IS A LARGE FIELD HERE." #, #, #, #, #
8008 DATA "THERE IS A LARGE FIELD HERE." #, #, #, #, #
8018 DATA "YOU ARE AT THE ENTRANCE TO A CAVE." #, #, #, #, #
8028 DATA "YOU ARE SOUTH OF THE LARGE CLIFFS." #, #, #, #, #
8038 DATA "YOU CAN SEE THE LARGE CLIFFS BUT ARE IN OPEN SPACE." #, #, #, #, #
8048 DATA "YOU CAN SEE REMAINS OF A TALL PYLON." #, #, #, #, #
8058 DATA "YOU CAN SEE A LARGE SIGN SAYING 'HIM --T. E.'" #, #, #, #, #
8068 DATA "YOU CAN SEE A LARGE ROCK RESEMBLING A PEN OR IS IT A KEY." #, #, #, #, #
8078 DATA "YOU ARE ON A FLAT PLAIN NEXT TO THE CANAL." #, #, #, #, #
8088 DATA "YOU CAN SEE HOOF MARKS." #, #, #, #, #
8098 DATA "YOU ARE ON A BLEAK MOOR." #, #, #, #, #
8108 DATA "THERE IS A SHARP DROP TO THE SOUTH OF THE BAREN ROCK ON WHICH YOU STAND." #, #, #, #, #
8118 DATA "YOU ARE STANDING ON A WELL-TRODDEN PATH." #, #, #, #, #
8128 DATA "YOU CAN SEE MOUNTAINS GLISTENING IN THEIR FULL GLORY." #, #, #, #, #
8138 DATA "YOU ARE IN THE REMAINS OF A GREAT CITY." #, #, #, #, #
8148 DATA "YOU ARE SURROUNDED BY HIGH MOUNTAINS." #, #, #, #, #
8158 DATA "YOU ARE STANDING ON A WHITE-DOTTED LINE." #, #, #, #, #
8168 DATA "THERE IS AN OLD WARE HOUSE HERE." #, #, #, #, #
8178 DATA "THERE IS AN OLD WARE HOUSE HERE." #, #, #, #, #

8178 DATA "A DRY RIVER PASSES THROUGH HERE." #, #, #, #, #
8188 DATA "THERE ARE REMAINS OF A BRIDGE HERE." #, #, #, #, #
8198 DATA "THERE IS THE REMAINS OF AN OLD STATION HERE." #, #, #, #, #
8208 DATA "YOU CAN SEE THE CANAL GLISTENING IN THE SUN." #, #, #, #, #
8218 DATA "YOU ARE AT A PUB ALONG SIDE THE CANAL." #, #, #, #, #
8228 DATA "THERE IS THE REMAINS OF A LARGE BOAT HERE." #, #, #, #, #
8238 DATA "THERE IS THE REMAINS OF A TRIPOD HERE." #, #, #, #, #
8248 DATA "THERE IS THE REMAINS OF A DEAD SHEEP HERE." #, #, #, #, #
8258 DATA "YOU CAN SEE A LARGE MAN MADE TUNNEL." #, #, #, #, #
8268 DATA "YOU ARE IN A SMALL GREEN VALLEY." #, #, #, #, #
8278 DATA "YOU CAN SEE SOME GLOWING LIGHT BULBS IN AN OLD SHED AND WONDER WHAT PONES THEY ARE." #, #, #, #, #
8288 DATA "THE LAND IS FLAT AND BEAR HERE." #, #, #, #, #
8298 DATA "YOU'RE IN A CITY OF THE ANCIENTS." #, #, #, #, #
8308 DATA "THERE ARE LARGE BUILDINGS ALL AROUND." #, #, #, #, #
8318 DATA "MANY LONG CARRIAGES ARE AROUND YOU." #, #, #, #, #
8328 DATA "THE CITY OF THE ANCIENTS LOOKS DARK AND WONDERFUL." #, #, #, #, #
8338 DATA "YOU ARE IN A SMALL MEADOW BY THE CANAL." #, #, #, #, #
8348 DATA "YOU CAN HEAR THE CANAL HORSES." #, #, #, #, #
8358 DATA "YOU ARE ON AN OLD TRACK." #, #, #, #, #
8368 DATA "THE OLD TRACK YOU STAND ON DIPS A LITTLE." #, #, #, #, #
8378 DATA "YOU'RE IN A VILLAGE BY THE MOUNTAINS." #, #, #, #, #
8388 DATA "YOU ARE ON TOP OF A LARGE MOUNTAIN AND CAN SEE A SMALL LIGHT TO THE EAST." #, #, #, #, #
8398 DATA "THE MOUNTAINS ARE NOT SO TALL HERE." #, #, #, #, #
8408 DATA "YOU ARE IN A LARGE FLAT VALLEY." #, #, #, #, #
8418 DATA "THERE IS A TALL CHIMNEY HERE." #, #, #, #, #
8428 DATA "YOU ARE IN A LARGE FACTORY." #, #, #, #, #
8438 DATA "TALL SKYSCRAPERS SURROUND YOU." #, #, #, #, #
8448 DATA "YOU CAN SEE LARGE WHITE BUILDINGS." #, #, #, #, #
8458 DATA "YOU HAVE SUDDENLY CAN INTO DARKNESS." #, #, #, #, #
8468 DATA "YOU ARE ON A WEIRD FLAT METALLIC SURFACE." #, #, #, #, #
8478 DATA "THE CANAL IS NEXT TO YOU." #, #, #, #, #
8488 DATA "YOU CAN SEE THE SEA DOWN A LARGE DROP." #, #, #, #, #
8498 DATA "THERE IS A STONE WALL HERE." #, #, #, #, #
8508 DATA "THE AIR IS THIN AND YOU CANNOT SEE MUCH IN THE FOG." #, #, #, #, #
8518 DATA "THE HIGH MOUNTAINS AROUND YOU ARE DAMP." #, #, #, #, #
8528 DATA "IT IS RAINING HARD AND THE FOG MEANS YOU CAN SEE VERY LITTLE." #, #, #, #, #
8538 DATA "THE AIR IS THIN AND YOU CANNOT SEE MUCH IN THE FOG." #, #, #, #, #
8548 DATA "THE HIGH MOUNTAINS AROUND YOU ARE DAMP." #, #, #, #, #
8558 DATA "IT IS RAINING HARD AND THE FOG MEANS YOU CAN SEE VERY LITTLE." #, #, #, #, #
8568 DATA "THE RAIN IS UNSURABLE AS YOU BATTLE TO DEFEAT THE TRIPODS." #, #, #, #, #
8788 REM random kill
8798 INK 7: PAPER 8
8798 FOR J=38 TO 17 STEP -1: IF a(z)=a(j) AND z<J AND <x17 THEN GO TO 8718
8798 NEXT J
8798 FOR J=1 TO 17: IF a(z)=a(j) AND z<J AND z=17 THEN GO TO 8718
8798 NEXT J: RETURN
8718 FOR J=1 TO 38: IF a(z)=a(j) AND j<z THEN GO TO 8728
8718 NEXT J: RETURN
8728 FOR J=1 TO no: IF p(L)=J THEN RETURN
8738 NEXT J
8738 PRINT "YOU ARE BEING ATTACKED BY 'IA8(J)"
8738 LET k=INT (RND*8)-4
8748 IF c(j)+k=c(z)+5 THEN GO TO 8748
8748 LET c(z)=c(z)-4: PRINT "YOU WERE BADLY INJURED."
8747 IF c(z)<=0 THEN PRINT "INFACCT YOU HAVE BEEN KILLED." : LET a(z)=999: GO TO 8798
8758 GO TO 8798
8768 IF c(j)+k=c(z)-5 THEN GO TO 8778
8768 LET c(j)=c(j)-4: PRINT a8(j): WAS BADLY INJURED."
8768 IF c(j)<=0 THEN PRINT "INFACCT 'IA8(j)"
8768 " HAS BEEN KILLED." : LET a(j)=999: GO TO 8738
8768 GO TO 8798
8778 IF c(j)<c(z) THEN PRINT "YOU WERE SLIGHTLY INJURED." : LET c(z)=c(z)-1: GO TO 8798
8778 IF c(j)<c(z) THEN PRINT a8(j): WAS SLIGHTLY INJURED." : LET c(j)=c(j)-1
8798 PRINT PAPER 2: INK 7: a8(z): DO YOU W

ANT TO DROP ALL YOU ITEMS AND CONCEED ?
8791 POKE 23492,235
8792 INPUT I:COMMAND :="118
8793 IF I="YES" OR I="Y" THEN GO TO 2888
8794 GO TO 8738
8898 REM end
8892 IF a(z)<28 THEN PRINT "YOU CANNOT FIRE HERE TO WIN THE GAME." : GO TO 838
8894 IF I(z)=0 OR J(z)=0 THEN PRINT "YOU DO NOT HAVE THE RIGHT THING TO FIRE WITH." : GO TO 838
8898 IF I > 16 AND b8(j(z))="BALLOON." * AND b8(i(z))="GRENADE." * THEN PRINT FLASH 1: PAPER 1: INK 6:
END OF GAME : "IA8(z):" H
AS WON THE GAME.
NEXT k: PAUSE 180: GO TO 188
8892 IF I > 16 AND b8(i(z))="BALLOON." * AND b8(j(z))="GRENADE." * THEN PRINT FLASH 1: PAPER 1: INK 6:
END OF GAME : "IA8(z):" H
AS WON THE GAME.
NEXT k: PAUSE 180: GO TO 188
8892 PRINT "YOU DO NOT HAVE THE RIGHT THING TO FIRE WITH." : GO TO 838
8898 REM random wave
8918 RESTORE (I898(z)+7498): READ v8,v,w
8928 LET kkk=INT (RND*4)+1
8928 IF kkk=1 AND v=1 THEN LET a(k)=a(k)-1
8938 IF kkk=2 AND w=1 THEN LET a(k)=a(k)+1
8938 IF kkk=3 AND x=1 THEN LET a(k)=a(k)+1
8948 IF kkk=4 AND y=1 THEN LET a(k)=a(k)-1
8958 RETURN
8968 REM the variables
8968 DIM a8(38,16): DIM a(38): DIM c(38): DIM d(38): DIM b8(16,18): DIM f(16): DIM g(16)
8968 DIM a8(38,16): DIM p(38): DIM i(38): DIM j(38)
8968 DIM k(38,38): LET n8a(1)=8
8968 LET a8(1)="SMALL MASTER"
8968 LET a8(2)="DREADFUL MASTER"
8968 LET a8(3)="VIOLENT MASTER"
8968 LET a8(4)="CLEVER MASTER"
8968 LET a8(5)="BREEDY MASTER"
8968 LET a8(6)="FAT MASTER"
8968 LET a8(7)="BIG MASTER"
8968 LET a8(8)="UGLY MASTER"
8968 LET a8(9)="TALL TRIPOD"
8968 LET a8(10)="NEAN TRIPOD"
8968 LET a8(11)="WEAK TRIPOD"
8968 LET a8(12)="STRONG TRIPOD"
8968 LET a8(13)="SHINY TRIPOD"
8968 LET a8(14)="SLOW TRIPOD"
8968 LET a8(15)="LITTLE TRIPOD"
8968 LET a8(16)="HUGE TRIPOD"
8968 LET a8(17)="INJURED TRIPOD"
8968 LET a8(18)="LARGE VAGRANT"
8968 LET a8(19)="CLEVER VAGRANT"
8968 LET a8(20)="SCUFFY VAGRANT"
8968 LET a8(21)="MUTTY NOMAD"
8968 LET a8(22)="OLD NOMAD"
8968 LET a8(23)="MEEZY NOMAD"
8968 LET a8(24)="HENRY"
8968 LET a8(25)="BENPOLE"
8968 LET a8(26)="WILLIAM"
8968 LET a8(27)="WISEMAN"
8968 LET a8(28)="RISTER PARKER"
8968 LET a8(29)="OZYMANDIS"
8968 LET a8(30)="CAPTAIN CURTAS"
8968 LET a8(31)="CONTESS"
8968 RESTORE 9488
8968 FOR J=1 TO 38: READ A: LET a(J)=A: NE XT J
8968 FOR J=1 TO 38: READ A: LET c(J)=A: NE XT J
8968 FOR J=1 TO 38: READ A: LET d(J)=A: NE XT J
8968 DATA 28,28,28,28,28,28,28,28,4,7,8,19,21,32,33,34,188,94,15,36,4,74,41,18,1,11,78,23,24,73,47
8968 DATA 8,7,9,8,7,4,8,8,9,4,9,9,6,5,9,6,4,8,6,7,4,2,8,4,8,7,8,7,6,4
8968 DATA 8,5,18,7,4,8,9,8,6,4,9,9,5,6,18,5,7,8,6,7,4,4,8,7,8,5,9,7,7,4
8968 LET b8(1)="SWORD"
8968 LET b8(2)="KNIFE"
8968 LET b8(3)="PEN"
8968 LET b8(4)="MATCH"
8968 LET b8(5)="BAG"
8968 LET b8(6)="GRENADE"
8968 LET b8(7)="BALLOON"
8968 LET b8(8)="CAR"
8968 LET b8(9)="HORSE"
8968 LET b8(10)="TRAIN"
8968 LET b8(11)="FLICKKNIFE"
8968 LET b8(12)="ROPE"
8968 LET b8(13)="BOAT"
8968 LET b8(14)="RIVERBOAT"
8968 LET b8(15)="HYDROGEN"
8968 FOR J=1 TO 15: READ a: LET f(j)=a: NE XT J
8968 FOR J=1 TO 15: READ a: LET g(j)=a: NE XT J
8968 DATA 1,93,48,81,18,88,78,82,58,5,99,4,4,7,2,13
8968 DATA 17,16,8,8,2,28,15,9,8,6,5,1,1,8,9
8968 DATA 6,7,7,6,19,28,28,19,32,33,33,32,45,46,46,45,58,59,58,71,72,72,71,84,85,85,94,97,98,98,97,118,111,111,118
8998 RETURN

MINOTAURO

Um inexplicável acidente impediu que este jogo tivesse sido publicado na íntegra no número de Abril dos JOGOS SORTIDOS. Do facto pedimos desculpa a todos os nossos leitores, aproveitando para agradecer a todos os que se nos dirigiram no sentido de repormos a verdade de «MINOTAURO».

Neste jogo de C. C. Stock para o ZX SPECTRUM, você é o objecto de diversão de um rei de maus instintos, que o atira para dentro de um labirinto dominado por um terrível Minotauro. A primeira operação que terá que fazer é descobrir uma espada, uma armadura e um escudo, para se defender do Minotauro. Um mapa com os dados para esta descoberta é a única coisa que você possui. Com as armas e protecção em seu poder conseguirá matar o Minotauro... Todo o movimento do jogo é muito rápido. O Minotauro aparece-nos com 7 tamanhos diferentes, crescendo à medida que se aproxima de si. Prima «M» para ver o mapa. Enquanto o mapa aparece no écran o programa pára.

O labirinto é construído por 4 linhas; 2 para as passagens horizontais e 2 para os corredores verticais. «O» representa uma abertura no corredor; «5» representa o corredor normal e «1» - «4» os cruzamentos. Para desenhar novamente o labirinto, modifique as linhas 60 - 140 e 2401 e na linha 20 x1 e y1 refaça a posição do Minotauro + 2. Os números das linhas dos corredores do labirinto também devem ser alterados.

Linhas / Funções

15-20 - Introdução
60-80 - Corredores do labirinto
100-180 - Mapa
200-280 - Desenha o corredor
300-350 - Desenha o cavaleiro
400-530 - Desenha as passagens laterais
610-630 - Pode ver-se o Minotauro?
700-770 - Controles
800-840 - Desenha o corredor final
850-870 - Quando voltar muda as variáveis
1000-1170 - Movimento do Minotauro
2000-2100 - Desenha o Minotauro
2401 - Desenha o mapa
3000-3030 - Fim
3200 - Posicionamento aleatório da armadura e do homem
3400-3440 - Apanha a armadura
4000-4540 - Minotauro e o homem

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0> REM ***** 3D MAZE *****  
@ C.C.Stock 1983  
10 INK 0: PAPER 4: BORDER 2: C  
LS  
15 PRINT AT 6,7;" M I N O T A  
U R "; AT 8,0;" For the amusem  
ent of the king you have been d  
ropped into the Minotaurs maze.  
You only hope is to find 3 we  
apons hidden in the maze using  
a map provided "  
20 GO SUB 4000  
30 DIM a$(4,34): LET a1=3: LET  
l=-1: LET j=-1: LET x1=20: LET  
y1=16: LET q1=1: LET s=1: LET t1  
=0: LET t2=0: LET t3=0  
40 LET k=1: IF RND <.5 THEN  
LET k=-1
```

```
60 LET a$(1)="0354553554003554  
555355554530455530"  
70 LET a$(2)="0354553554553554  
555300004535455530"  
75 LET a$(3)="0155255510025551  
02551520"  
80 LET a$(4)="0155200015525551  
52001520"  
101 LET e$="-----■■-----  
-----■-----"  
110 LET f$="-----  
■■■■-----"  
120 LET g$="■-■■-■■-■■-■■-■■-  
■■■■-■-■-■■■-"  
130 LET h$="■■■■-■■■■-■■■■-■■■■-  
■■■■■■-■■■■-"  
140 LET i$="■■-■■■■-■■■■-■■■■  
■■■■-■■■-■■■■"  
145 PRINT AT 18,4;"Use keys 5,  
6,7&8 to move"; AT 20,8;"Press a  
ny key"  
150 IF INKEY$="" THEN GO TO  
150  
160 GO SUB 2400: GO SUB 3200  
170 PRINT AT 8,16; INVERSE 1;"  
Press"; AT 9,16;"any key": INK 0  
: PAPER 6: FOR n=1 TO 3: PRINT  
AT w(1,n),w(2,n);"X": NEXT n  
180 BEEP .8,-16: BEEP .8,-22: I  
F INKEY$="" THEN GO TO 180  
190 INK 6: PAPER 2: CLS : PAPER  
0  
195 PRINT AT 3,17;"Press M for  
map"; AT 5,17;"Press A to pick"  
; AT 6,17;" up armour "  
201 FOR n=0 TO 21: PRINT AT n,  
0;" : NEXT n  
205 LET m=8  
210 FOR n=0 TO m-1  
230 IF a$(a,n*k+p)="0" THEN LE  
T m=n+1: GO TO 300  
260 PLOT 8*n,16*n: DRAW 8,16: D  
RAW 0,159-16*n  
270 PLOT 127-8*n,16*n: DRAW -8,  
16: DRAW 0,159-16*n  
280 NEXT n  
310 FOR n=0 TO 6  
320 PRINT AT 14+n,6; INVERSE 1  
;r$(1+4*n TO 4+4*n): NEXT n  
330 IF t1=1 THEN PRINT AT 15,  
5; INK 6;" "; AT 16,5;" "; AT 17  
,5;" "; AT 9,17; INVERSE 1;" Sw  
rd "  
340 IF t2=1 THEN FOR n=0 TO 3:  
PAPER 4: PRINT AT 15+n,9; INK  
0;"/": NEXT n: PRINT AT 11,17;"  
Shield ": PAPER 0: PLOT 72,48:  
DRAW 7,0: PLOT 72,32: DRAW 7,0  
350 IF t3=1 THEN PRINT AT 14,
```

```

7; PAPER 2;"WW"; AT 10,17;" Helm
et "
410 PLOT 0,0: DRAW 8,16: DRAW
INVERSE 1;-7,0: PLOT 127,0: DRAW
-8,16: DRAW INVERSE 1;7,0
420 FOR n=m-1 TO 0 STEP -1
430 LET b= VAL a$(a,p+n*k)
440 IF b=5 THEN GO TO 520
450 IF b=0 THEN LET m=m-1: GO
TO 801
460 IF b=1 OR b=2 THEN IF a$(b
,x+k)="0" THEN GO TO 490
470 IF b=4 OR b=3 THEN IF a$(b
,y-k)="0" THEN GO TO 501
480 PLOT 8*n,16*n: DRAW INVERS
E 1;8,16: DRAW -7,0: DRAW 7,0: D
RAW 8,16: DRAW INVERSE 1;-7,0
490 IF b=1 OR b=2 THEN IF a$(b
,x-k)="0" THEN GO TO 520
501 IF b=3 OR b=4 THEN IF a$(b
,y+k)="0" THEN GO TO 520
510 PLOT 127-8*n,16*n: DRAW IN
VERSE 1;-8,16: DRAW 7,0: DRAW -7
,0: DRAW -8,16: DRAW INVERSE 1;
7,0
520 NEXT n
530 PLOT m*8,m*16: DRAW INVERS
E 1;8,16: PLOT 127-m*8,m*16: DRA
W INVERSE 1;-8,16
601 PAUSE 30: IF RND <.7 THEN
GO SUB 1000
610 IF x=x1 AND y=y1 THEN GO T
O 3000
620 IF q=-1 THEN LET y=p: IF x
=x1 AND (y1-y)*k <= m THEN LET
d=(y1-y)*k: IF d>-1 THEN GO SUB
2010
630 IF q=1 THEN LET x=p: IF y=
y1 AND (x1-x)*k<m THEN LET d=(x
1-x)*k: IF d>-1 THEN GO SUB 201
0
640 INK 6
710 IF INKEY$ ="a" THEN BEEP
.1,24: GO TO 3400
720 IF INKEY$ ="m" THEN GO SU
B 2400: GO TO 170
730 IF INKEY$ ="6" THEN LET k
=k*-1: GO TO 201
740 IF INKEY$ ="7" THEN IF a$(
a,p+k) <> "0" THEN LET p=p+k:
BEEP .2,0: GO TO 401
750 IF INKEY$ ="5" AND b <> 5
THEN LET k=-q*k: GO SUB 850: GO
TO 201
760 IF INKEY$ ="8" AND b <> 5
THEN LET k=q*k: GO SUB 850: GO
TO 201
770 GO TO 601
810 PLOT 8*(n+1),175: DRAW INV
ERSE 1,0,-159+16*n: DRAW INVERS
E 1,-8,-16: DRAW 16*(7-n)+15,0:

```

```

DRAW INVERSE 1;-8,16: DRAW INV
ERSE 1;0,159-16*n
820 PLOT 8*(n+1),16*(n+1): DRAW
INVERSE 1;16*(6-n)+15,0
830 PLOT 48,48: DRAW 31,0: PLOT
48,32: DRAW 31,0
840 GO TO 520
850 IF b=1 OR b=2 THEN LET p=x
860 IF b=3 OR b=4 THEN LET p=y
870 LET a=b: LET q=-q: RETURN
1001 IF q1=1 THEN IF a$(a1,y1)=
"5" THEN LET y1=y1+j: RETURN
1010 IF q1=-1 THEN IF a$(a1,x1)
="5" THEN LET x1=x1+1: RETURN
1020 IF x<x1 THEN LET l=-1
1030 IF x>x1 THEN LET l=1
1040 IF y<y1 THEN LET j=-1
1050 IF y>y1 THEN LET j=1
1060 IF q1=-1 THEN GO TO 1120
1070 LET b1= VAL a$(a1,y1)
1080 IF x=x1 THEN IF a$(a1,y1+j
) <> "0" THEN LET y1=y1+j: RETU
RN
1090 IF a$(b1,x1+1) <> "0" THEN
LET a1=b1: LET q1=-1: LET x1=x1
+1: RETURN
1101 IF a$(b1,y1+j) <> "0" THEN
LET y1=y1+j: RETURN
1110 LET j=-j: LET l=-1: GO TO 1
090
1120 LET b1= VAL a$(a1,x1)
1130 IF y=y1 THEN IF a$(a1,x1+1
) <> "0" THEN LET x1=x1+1: RETU
RN
1140 IF a$(b1,y1+j) <> "0" THEN
LET a1=b1: LET q1=1: LET y1=y1+
j: RETURN
1160 IF a$(a1,x1+1) <> "0" THEN
LET x1=x1+1: RETURN
1170 LET j=-j: LET l=-1: GO TO 1
140
2015 INK 3
2020 GO TO 2030+10*d
2040 FOR e=0 TO 8: PRINT AT 5+e
,4: INVERSE 1;m$(7*e+1 TO 7*e+7)
: NEXT e: RETURN
2050 FOR e=0 TO 8: PRINT AT 5+e
,5: INVERSE 1;n$(1+e*6 TO 6+e*6)
: NEXT e: RETURN
2060 FOR e=0 TO 8: PRINT AT 5+e
,5: INVERSE 1;o$(1+e*5 TO 5+e*5)
: NEXT e: RETURN
2070 FOR e=0 TO 7: PRINT AT 5+e
,6: INVERSE 1;p$(1+e*4 TO 4+e*4)
: NEXT e: RETURN
2080 FOR e=0 TO 5: PRINT AT 5+e
,7: INVERSE 1;q$(1+e*3 TO 3+e*3)
: NEXT e: RETURN
2090 FOR e=0 TO 3: PRINT AT 5+e
,7: INVERSE 1;r$(19+e*2 TO 20+e*

```

```

2) : NEXT e: RETURN
2101 PRINT AT 5,7;"A"; AT 6,7;"
A"
2110 RETURN
2401 PAPER 0: INK 4: PRINT AT 0
,0;e: PRINT g;g;f;h;h;e
e;e;e;f;g;g;g;e;e;f;f;h;
h;e;g;f: RETURN
3010 IF t1=1 AND t2=1 AND t3=1 T
HEN IF SCREEN$(8,7)="M" THEN
PRINT AT 21,0; FLASH 1;" You
have killed the minotaur ": GO T
O 3030
3020 INK 5: PAPER 1: PRINT AT 2
0,0; FLASH 1;" You have failed a
nd payed the price of failure
3030 FOR n=1 TO 20: BEEP .2, INT
(RND *30): NEXT n: INK 3: GO S
UB 2040: INK 6: PAPER 0: STOP
3210 DIM w(2,4)
3220 FOR n=1 TO 4
3230 LET w1= INT (RND *22): LET
w2= INT (RND *32)
3240 IF SCREEN$(w1,w2)="-" THE
N LET w(1,n)=w1: LET w(2,n)=w2:
NEXT n: GO TO 3300
3250 LET w1=w1+1: LET w2=w2+1: I
F w1>21 THEN LET w1=0
3260 IF w2>31 THEN LET w2=0
3270 GO TO 3240
3301 LET y=w(1,4)+2: LET x=w(2,4
)+2
3330 IF a$(3,w1+2)="2" OR a$(3,w
1+2)="1" THEN LET b= VAL a$(3,w
1+2): LET q=-1: GO SUB 850: GO T
O 170
3350 LET b= VAL a$(1,w2+2): LET
q=1: GO SUB 850: GO TO 170
3410 IF y-2=w(1,1) AND x-2=w(2,1
) THEN LET t1=1

```

```

3420 IF y-2=w(1,2) AND x-2=w(2,2
) THEN LET t2=1
3430 IF y-2=w(1,3) AND x-2=w(2,3
) THEN LET t3=1
3440 GO TO 330
4010 LET m$="EBD CAEBB AEBB"+
CHR$(129)+" "+CHR$(130)+"AE"+CHR
$(131)+"F M G"+CHR$(131)+"
D C D C D C "
4020 LET n$="EDC"+CHR$(133)+"EE
E"+CHR$(136)+CHR$(132)+CHR$(133
)+"EE"+CHR$(132)+CHR$(136)+" E
D C D C D C EDCD
CE"
4030 LET o$="EE "+CHR$(133)+"EEE
"+CHR$(133)+"E"+CHR$(131)+CHR$(
130)+"~"+CHR$(129)+CHR$(131)+"
C DC D D C EDECEDECE"
4040 LET p$="EDCEEDCE C DC
DB ABCDABCD"
4050 LET q$="B AF G E EIE"+CH
R$(133)+"IE"+CHR$(133)+"I"+CHR$(
133)+" "+CHR$(136)+CHR$(132)+"I"
+CHR$(133)
4060 LET r$="E E"+CHR$(131)+"
"+CHR$(131)+"=\\/= ="+CHR$(136
)+" "+CHR$(136)+"I"+CHR$(133)+"I
"+CHR$(133)+"I"+CHR$(133)+"I"+C
HR$(133)
4510 FOR n=0 TO 55: READ a: POKE
USR CHR$(144+n), a: NEXT n: RET
URN
4520 DATA 127,127,127,127,127,12
7,127,127,254,254,254,254,254,25
4,254,254
4530 DATA 1,1,1,1,1,1,1,1,128,12
8,128,128,128,128,128
4540 DATA 24,24,24,24,24,24,24,24,2
4
4550 DATA 254,254,254,254,0,0,0,
0,127,127,127,127,0,0,0,0

```

CORREIO DO MÊS

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O programa «ASTER» foi novamente testado e não foi detectado qualquer erro na sua listagem. Se referir em concreto qual é a sua dificuldade em programá-lo, talvez o possamos ajudar. Quanto ao jogo «MINOTAURO», concerteza já reparou, pode encontrar a sua listagem completa nas páginas desta revista.

Renovamos o nosso habitual convite: enviem-nos os vossos programas originais, para teste e publicação nas páginas de «JOGOS SORTIDOS». Se, por qualquer motivo, não possui algum dos números de «JOGOS SORTIDOS» nesta sua NOVA FASE, dirija os seus pedidos para:

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